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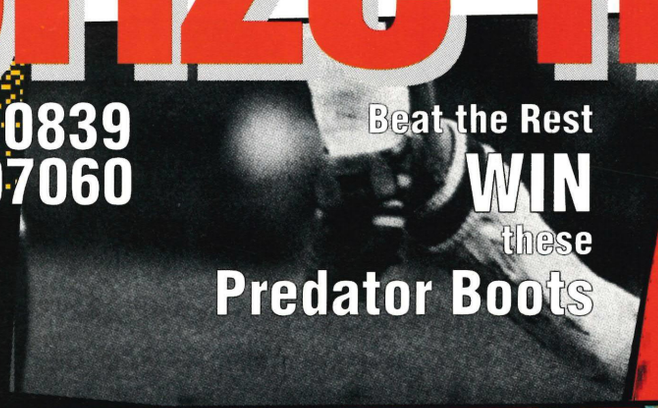

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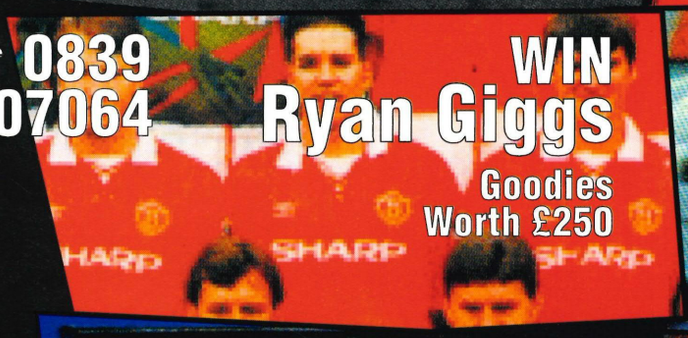

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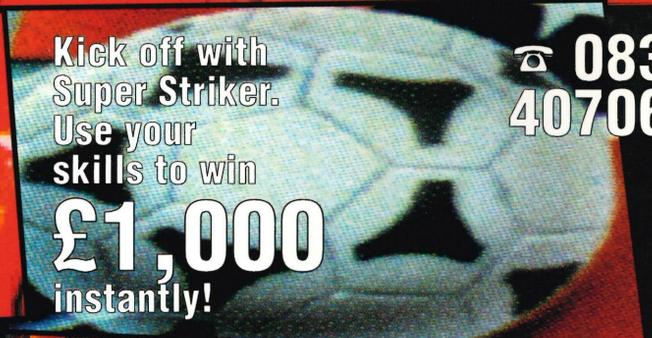

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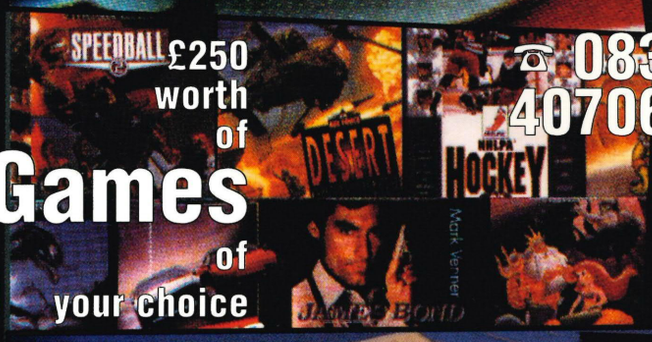

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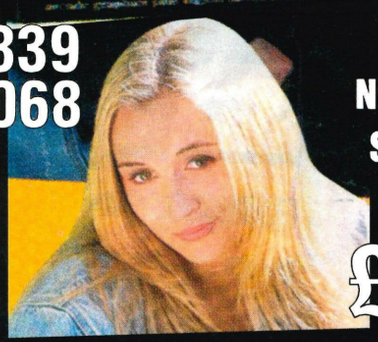

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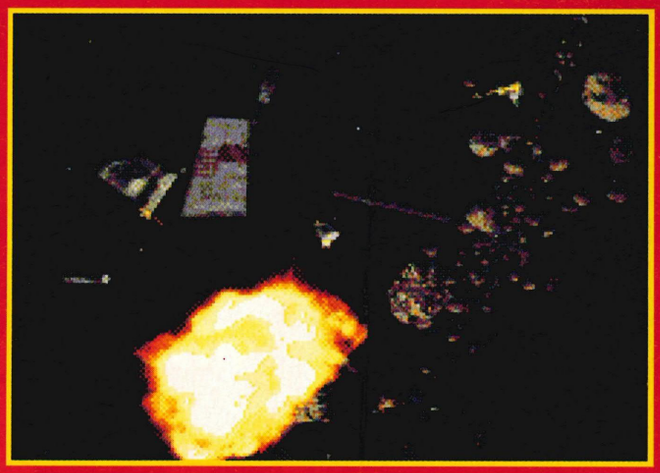

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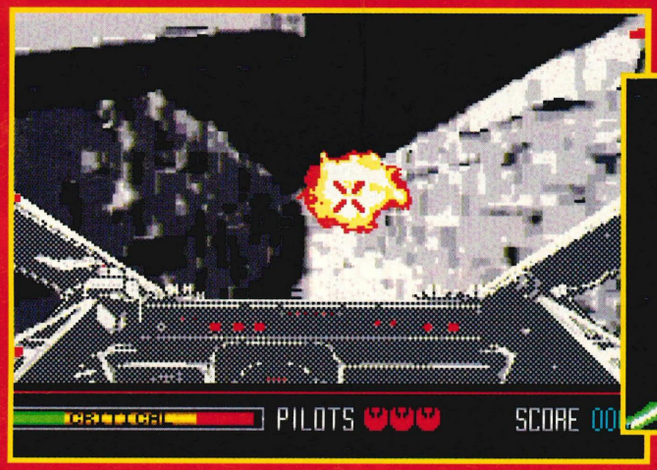
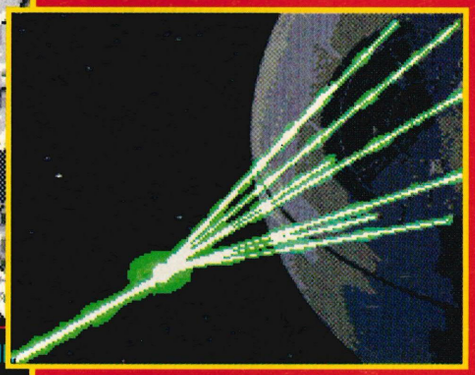
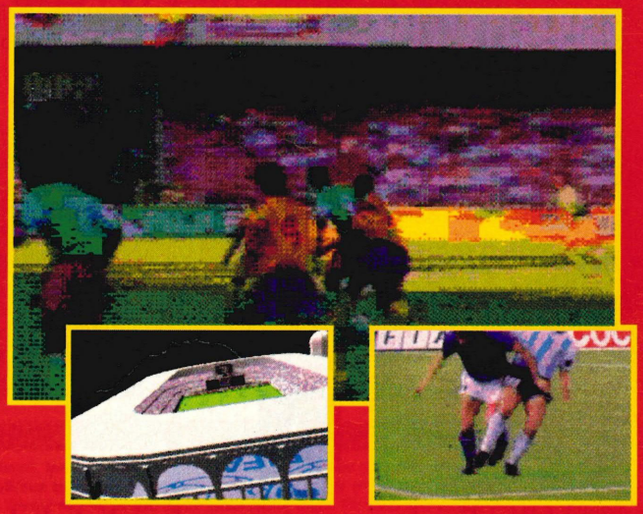
Eat a sugar cube and tune into the Force. The long-awaited Star Wars game, Rebel Assault is here amid a flurry of speculation and legal wrangles. Hop into the cockpit of an X-Wing and sort out the evil Empire once and for all. Read the review NOW!







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Electronic Arts' masterful footy simulation makes the transition to Mega-CD and it comes complete with secret hidden games. Ah thy cup is overflowing...

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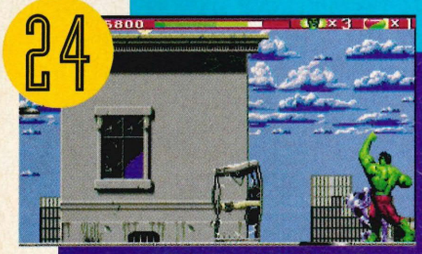

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WING COMMANDER

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Yet again we give you a sneaky look at what's on it's way to your Mega Drive...

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Ah, so this must be the reviews section. As per usual you can see that it's very exciting and enthralling. Read it lest I waffle too much...

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MEGATECH

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MW MEGAWORLD

MEGATECH INTERNATIONAL NEWS NETWORK

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- THE LION KING — ANIMANIACS
- SYLVESTER AND TWEETY — PSYCHO PINBALL
- BRIAN MAY — RISE OF THE ROBOTS
- LUNA BACHON — NBA TOURNAMENT
- ALIEN TRILOGY — WWF RAW

The CES is over and done with and Sega has now announced that not only is the Saturn almost ready...the Mega-32 (or 32X as it's being called in the States) is to be blessed with a number of very impressive games including Doom and the Star Wars arcade game. Bet you can't wait until Chrimbo now can you?

SEGA MAKES A STAND

Further to our news item last month regarding Sega's last minute involvement in the CES when it announced a long list of future Saturn developers, we can also tell you that the software giant unveiled its forthcoming Mega-32 line-up. Naturally people were eager to see anything on the Saturn but the Mega-32's imminent release had everyone buzzing.

This feeling was strengthened when Sega announced that it now has companies such as Accolade, Domark, Capcom, Sunsoft, JVC, Konami, Interplay, Time Warner, Virgin and Acclaim working on Mega-32 titles. There were a few specific titles announced including a conversion of the excellent PC game Doom, along with a heady version of the new Star Wars Arcade game. There will also be Virtua Racing Deluxe and Afterburner to look forward to as well as a port of Mirage's futuristic beat'em-up Rise of the Robots.

However Sega wasn't going to let its 16-bit machine wilt in the Mega-32's shadow, a number of new Mega Drive cartridge games were also unveiled. Get ready for Taz in Escape From Mars, Ecco: Tide of Time, The Adventures of Batman and Robin, Dynamite Headdy and the Mighty Morphin Power Rangers towards the latter half of the year and possibly in to the beginning of 1995.

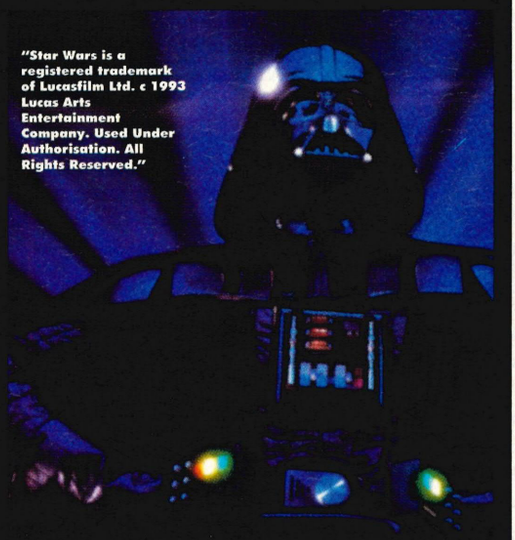
THE FORCE WILL BE WITH YOU

Star Wars fever seems to be gripping the nation once again, this time by captivating a brand -new generation. With Rebel Assault about to hit the Mega-CD we learn that Sega is to launch a new arcade machine based on George Lucas' classic trilogy of films.

Centred on the struggle between the Imperial Forces and the Rebel Alliance the game sees you taking the role of a Jedi Knight as you battle against Darth Vadar and his Imperial army. You will take to the skies armed with powerful lasers and torpedoes as you battle the Dark Side, but you will also be able to dabble in some Jedi skills as well.

Graphically, the game is polygon based and according to Sega it will offer gamers "the latest 3D polygon graphics technology to create super-realistic, high speed visuals." The gameplay is also meant to be incredibly impressive, offering as much high-speed action as Virtua Racing and as much strategy as Virtua Fighters.

Star Wars Arcade infiltrated this country on 1 July at Sega centres across the country and is the latest in Sega's 'virtua' games following Virtua Racing and Fighters. Initially there are to be a mere 10 machines in the country found at centres such as Sega Dome in Colindale, Hamleys in London's Regent Street, Sega World in Bournemouth, Mega World in Croydon, Sega Park in Reading and Sonic Zone at Queensway in London.



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THE LION KING

At long last we have obtained some screen shots of Virgin's highly anticipated Disney licence, The Lion King. Due to be released this November the game follows the film's theme perfectly and also includes nine pieces of music from the soundtrack and three songs, all of which have been written by Elton John and Tim Rice who wrote Aladdin's amazing soundtrack.

The game lets the player control four different jungle animals – the young lion cub Simba, an adult Simba, and two other film characters called Timon and Pumbaa through a platform environment. You will be able to run, jump and fight with the levels increasing in difficulty as you progress.

Virgin has worked closely with Disney on The Lion King licence, bringing more of the film's background animation and sprite detail into the game than was seen in Aladdin or The Jungle Book. There are over 2,000 individual frames of animation incorporated in the game just to make the movements as realistic and as close to the film as possible.

Coupled with the superb sound The Lion King game is looking extremely impressive and it would come as no surprise if this title was to shatter all the records set by Aladdin when it was released late last year. Also, the gameplay is even more playable than in Aladdin with much more variety being injected in to the level designs.

Look out for a preview next month.

MEGATECH RECOMMENDS

SUPER STREETFIGHTER II
MT RATING: 96%
THE best thing since sliced bread! Unable to stop our Lloydster going all gooey and wobbly in his little secret places, we have therefore come to the conclusion that this is probably the best game ever to be created. However, there is a but. Don't bother with this if you have the original, unless of course you're completely stinking rich and have money to burn - the differences are not significant enough to buy another version of the same game.

DRAGON
MT RATING: 85%
A surprisingly superb little beat'em-up based on the rather disappointing biographical film of the same name. It's full of snippets from the film and as a whole, the presentation is bold and brashy. Graphically, the sprites are well detailed and superbly animated, bearing surprising resemblance to the main man himself. It's fast, quite difficult and can be a real laugh in the two-player mode as you can beat the crap out of your partner as well as the opponents. You can also use the Multitap to play a three player game – gets a bit hectic though!

BATTLECORPS CD
MT RATING: 90%
This is very Thunderhawk-ish but plays much faster and slicker that its predecessor. Again it is a first-person perspective shoot'em-up with plenty of heavy weapons and oodles of strategy to gets to grips with. It has 13 levels on offer all of which are stupidly hard to complete but the gameplay is frantic enough to prevent frustration from creeping in. Great sound, fast graphics but the detail does tend to get blocky at times making hard to distinguish between backgrounds and sprites.

CHARTS
MEGA DRIVE
1 - FIFA SOCCER
2 - WORLD CUP USA '94
3 - SENSIBLE SOCCER INTERNATIONAL
4 - PETE SAMPRAS TENNIS
5 - VIRTUA RACING
6 - PGA EUROPEAN TOUR
7 - CHAOS ENGINE
8 - COMBAT CARS
9 - DUNE 2
10 - SONIC 3

MEGA-CD
1 - FIFA SOCCER
2 - TOMCAT ALLEY
3 - SENSIBLE SOCCER
4 - DOUBLE SWITCH
5 - MYSTERY MANSION

ACCLAIM AT CES AND THE MOVIES

Acclaim has won the rights to develop games based on Marvel Comics characters and to start the ball rolling we will soon be seeing Maximum Carnage starring Spiderman. This news comes after we learnt last month that Acclaim had lost its Midway/Williams deal, a partnership which brought us home versions of Mortal Kombat and NBA Jam.

There are to be a considerable number of Marvel licences in the near future, which will no doubt please avid comic fans. Among the games listed at the CES show are The Fantastic Four and Iron Man, with more titles to be announced in the next couple of months so keep your eyes peeled.

Furthermore, Acclaim also announced the newest player in its WWF wrestling series with the forthcoming release of WWF Raw. It is to be the first 24 meg wrestling game ever and will feature a four-player Multitap option. To top it all, not only will it be the first 24 meg wrestling game but it will also feature the first female wrestler in the WWF, Luna Bachon. No specific release date has been set as yet but we can hopefully expect to see this in the early part of 1995.

After it was announced that Acclaim was to be one of Sega's Mega-32 developers, Acclaim also unveiled three titles for the new add-on and possibly the Saturn as well. We can now look forward to superior versions of NBA Jam Tournament Edition, Mortal Kombat II and Alien Trilogy with all three Mega-32 titles scheduled for release in early 1995.

Yet more on the Acclaim front – development team Digital Pictures has been signed up to produce a number of interactive movie titles over the next few years. Digital Pictures was the team responsible for the highly acclaimed Sewer Shark and the best seller, Ground Zero Texas.

Digital Pictures broke a lot of ground with both of these previous titles but the team is currently working on a new technique to enhance the graphics and gameplay in future interactive titles. The new system which is to be called InstaSwitch™ will hopefully greatly reduce the access times between commands made by the player and the responses on-screen.

More on all these stories in a future issue.

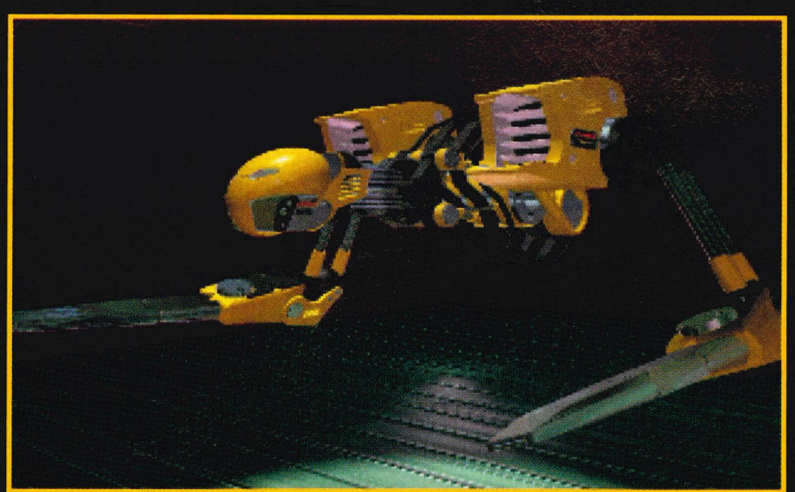
MIRAGE GETS ROYAL APPROVAL

It has just been announced that Mirage has enlisted the talents of legendary guitarist Brian May to write the music for its forthcoming Rise of the Robots title. He will be writing a number of pieces for the game including the main theme tune which is to be a "rising anthem, featuring a techno rhythm and a powerful lead guitar section". What else would we expect?

The music is to be featured in its entirety on the PC CD-ROM and Mega-CD versions of the game, but adaptations of both the title track and the incidental music will be evident on the cartridge version. The Mega-CD will have no problems playing the music throughout the game and especially while the data is being loaded, but as you know the cartridge version will suffer heavily in this department due to hardware restrictions.

Brian May is known for his years in giant rock band Queen and is a well-respected figure within the music industry. His transition into the games industry furthers the belief that the two industries are more closely entwined than we might think, and it leads the way for more famous musicians to take this new direction.

If Allie, who is a MAJOR Queen fan (to put it mildly), can control herself long enough she will be bringing you more in-depth news on this announcement in a future issue of MegaTech.



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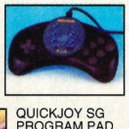

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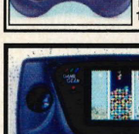

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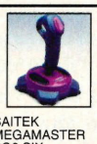

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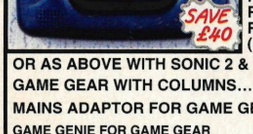

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LAWN MEGATECH

ANIMANIACS

After the success of Tiny Toon Adventures Konami has acquired the rights to another popular American cartoon series, namely Animaniacs. If you get home early enough in the afternoon you will know that this is a Warner Brothers cartoon produced by none other than Steven Spielberg himself and features superb animation and outrageous humour.

Due for release some time in December the game follows in the spirit of the cartoon and will be a completely insane, wacky and generally over-the-top extravaganza. All of the levels will be based on various famous films and although details are very sketchy at the moment we know that instead of being an out and out platform affair like all other cartoon licences available at the moment, this time the game is going to be puzzle-based so get the old grey matter ready.

SYLVESTER AND TWEETY

For some reason cartoon licences seem all the rage these days – Pink Panther, Mickey Mouse, The Simpsons, Animaniacs, Tiny Toons et al have all been very popular (well, maybe all apart from Pink Panther that is). Now we have another cartoon licence to put up with – Sylvester and Tweety.

We have run a fair number of news pieces on this game in the past, and it seems like it has been in development for an eternity. The game should finally be ready in September however, and will be released through newly established software house, Time Warner.

Taking up a whopping 16 meg of memory the player takes on the role of Sylvester (that darn 'puddy tat') and the aim of the game is to finally catch that smart alec canary. Just like the cartoons there are many surprises to be seen, and Tweety is helped by his chums including Granny and Spike the dog.

Humour is a major part of the game and in order to generate the atmosphere created by the original cartoons all of the graphics and music have been faithfully recreated. The end result will guarantee laughs from even the most cynical gamers and players young and old should thoroughly enjoy this Warner Bros licence.

PSYCHO PINBALL

Again, this is another game that you have seen before but as is the case with many games these days, the release date has been put back. We can now expect to see Psycho Pinball from Codemasters sometime this October.

Designed by Andrew Graham the programmer behind Micro Machines, Psycho Pinball is in a similar vein to Sonic Spinball in that it adopts a more unusual approach to the classic game of pinball. For a start the ball is actually an armour-plated Armadillo that rolls up into a small ball, and there are also arcade-style bonus games included to add a little bit of variety to the gameplay.

There are five tables all of which scroll vertically in order to give the player a large and realistic playing area. Also, vector reflection has been added to ball so that it doesn't look flat and the maths have really been thought about carefully to ensure that the ball bounces off surfaces in a true-to-life fashion - three years of programming has gone in to Psycho Pinball just to make sure that it is as real as possible.

Look out for a review next issue, hopefully!

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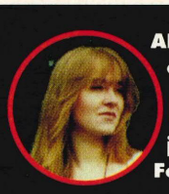
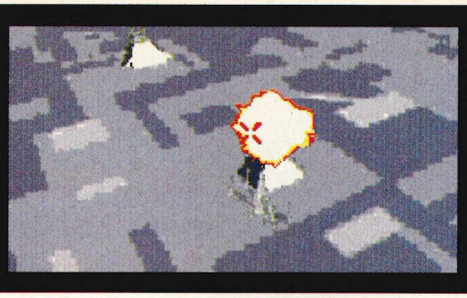


ALLIE WEST is cleared for take-off as she buckles up and prays that just for today, the Force is with her!



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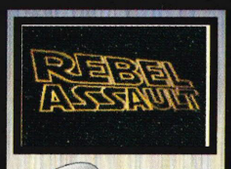

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RELEASE DATE

SEPT '94

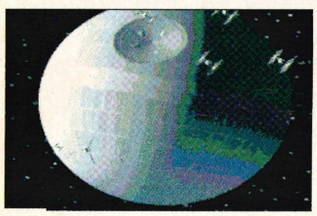
Star Wars, the name is so powerful little else has to be said. It conjures up torrents of warm childhood memories of dashing off to the cinema with your pitiful pocket money to catch one of the films for the 23rd time. Or how about all those brilliant little figurines that you simply HAD to get before your mates, and the overwhelming feeling of satisfaction when you took your Millennium Falcon in to school and watched their faces go green with envy. It seemed so long ago but thanks to strategic marketing we are experiencing a major Star Wars revival, and a new generation is being initiated in to the ways of the Force.

MAY THE FORCE BE WITH YOU

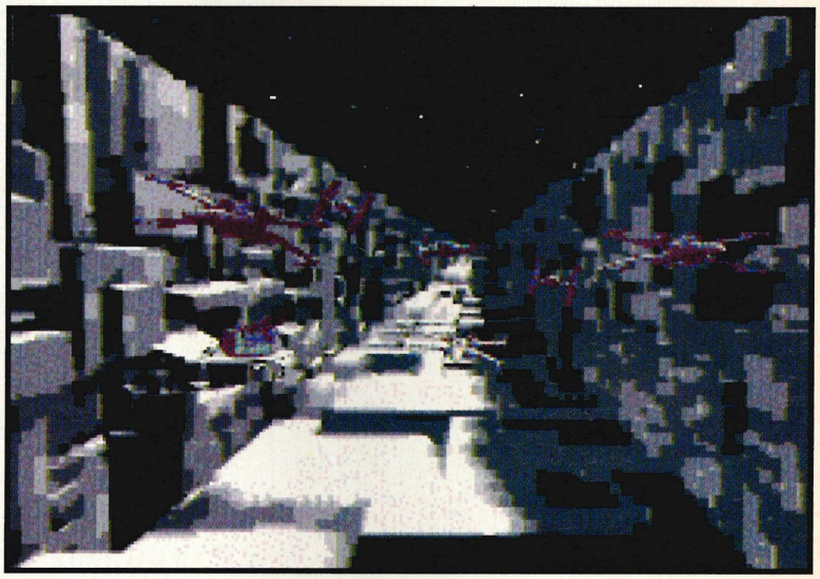
It is a common-held opinion that the Mega-CD is a useless piece of equipment that offers very little in the way of graphical excellence or enthralling gameplay. Unfair? Well we haven't exactly seen much to prove this theory wrong, bar a few outstanding games like Ecco, Thunderhawk and Jaguar XJ220 perhaps. The success rate isn't really all that successful, is it?

So what can developers do when the machine they're writing for is about as helpful as a hedgehog in a rubber dingy? For a start they could try porting pre-written games over to Sega's dogged format and hope to God that the machine will be able to cope. That's what has happened here.

Originally a PC title, Rebel Assault has been developed by LucasArts Entertainment in the States and is being distributed by JVC. It has been converted in full but if anything, LucasArts has injected more gameplay in to the Mega-CD version by way of heightening the game's responses to player movements and actions.

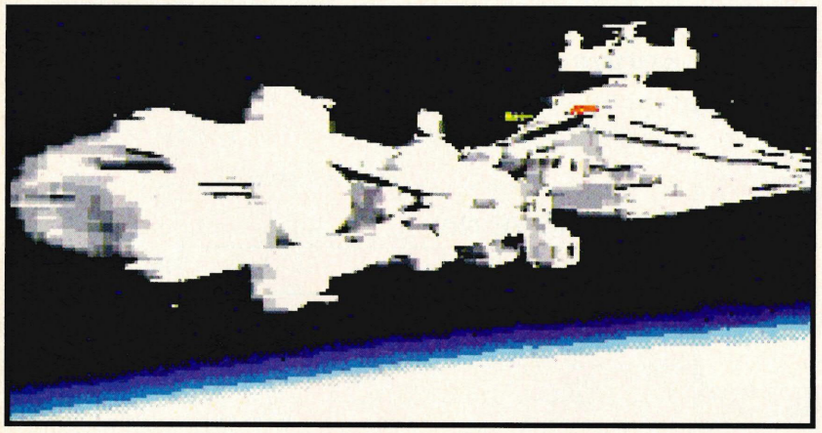


▲ **An example of the between stages footage. Here we see TIE Fighters orbiting the Death Star**

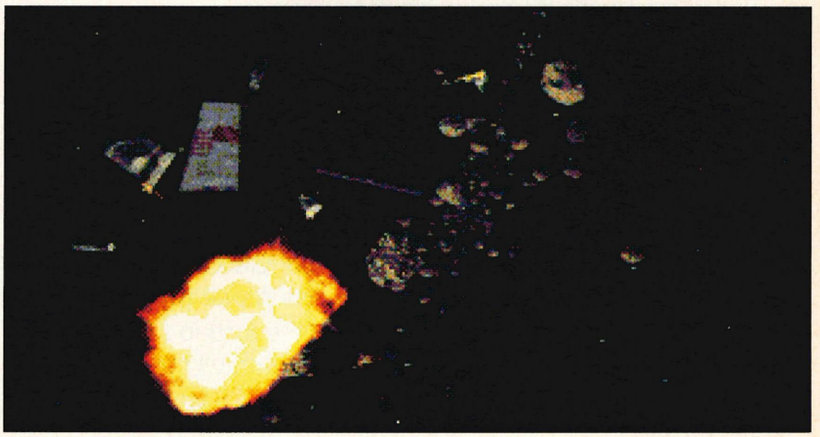


▲ **The X-Wing fighters regroup before the final assault**

▲ **We have our work cut out here. Armed with only a small hand gun it's up to you to take on a rather large force of Stormtroopers**

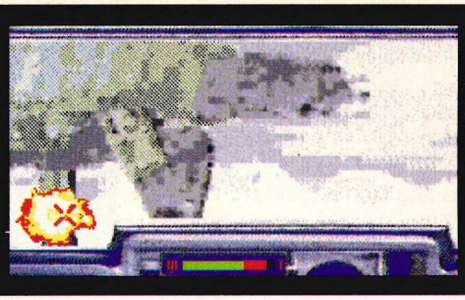


▲ **Old Darth Vader has finally caught up with the Princess by the looks of things**



▲ **That X-Wing didn't really want to do that now, did it?**

EL ASSAULT



DO NOT RESIST THIS IS YOUR DESTINY

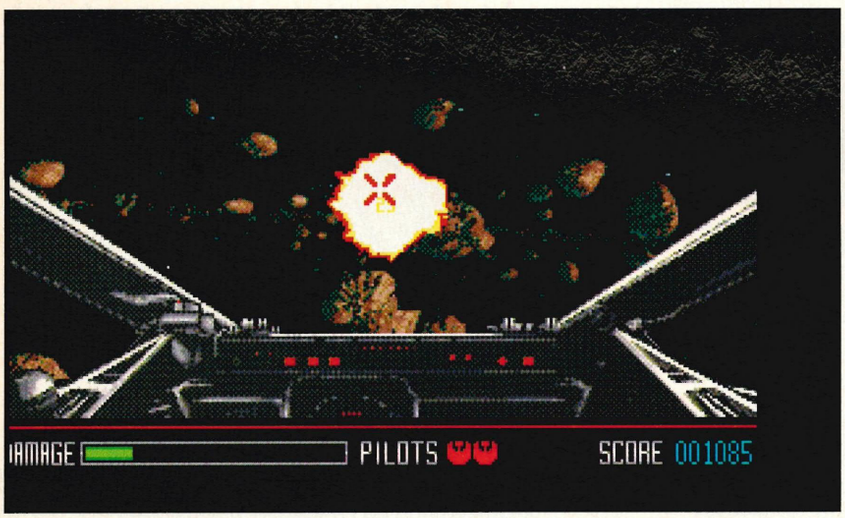
It is an easily believed misconception that Rebel Assault is a flight sim ,where in fact it is in an arcade-style shoot'em-up for the extremely trigger-happy. You don't take the role of Luke Skywalker or any other familiar name from the films (Darth Vadar is the only character that has been featured), instead you play the part of a rookie pilot who has recently joined the Rebel Alliance.

As a result you must undertake a couple of training sequences that hone your flying and targeting skills before you embark on the main game. These training missions help you adapt to the game's controls (which can be toggled between pad or standard flight-sim controls) but the execution of each one is quite painful. Your view is from behind the craft, which is awkward enough in itself as you can't easily see out in front, but the backgrounds are horrendously blocky thanks to the lack of colour. As a result your sprite gets lost in the mush and it is difficult to pilot through the canyons or identify targets.

Also, there is a strange 'drag' or G-force effect on the craft which causes the sprite to veer off uncontrollably into the walls of the canyon for added realism (nothing flies in a straight line). I don't know about the realism but it makes you extremely frustrated as it is hard to avoid certain death if you don't correct the movement quick enough.

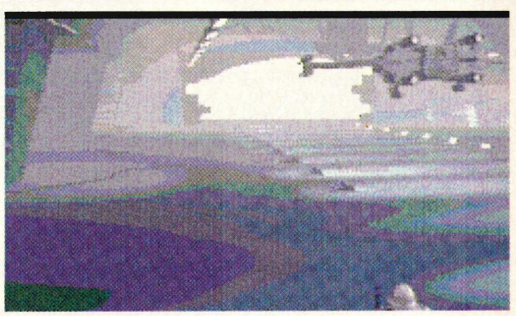
If you survive it's then on to the main game where you find yourself thrust into raging dogfights against legions of TIE Fighters which finally leads on to an assault on the Death Star. The whole game follows the theme of the films excellently capturing both the sounds and visuals we're familiar with – the overall effect is bordering on 'interactive movie'.

▲ **And here's two I killed earlier**

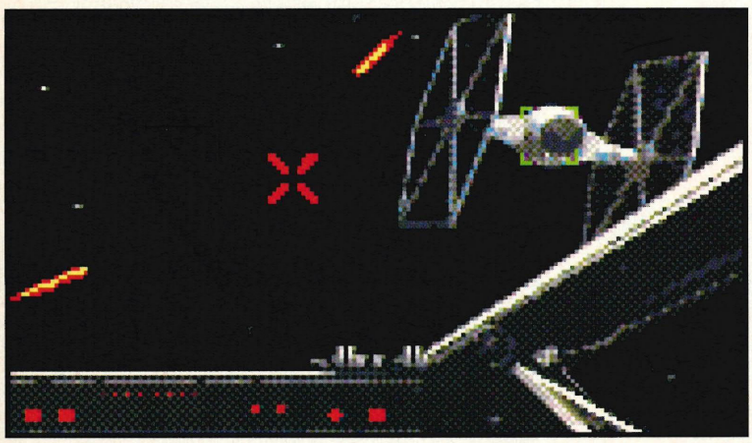


▲ **This asteroid was a little too close, a blast of laser fire should sort it out though**

▲ **Nothing a little spot of laser fire can't handle**



▶ **And we make good our escape, in an X-Wing no less**



▲ **Another close shave with one of Darth's finest**

THESE ARE NOT THE DROIDS YOU ARE LOOKING FOR

One thing that sadly happens especially when games are converted from superior formats like the PC is that the ports suffer miserably. This isn't because of bad programming on the developer's behalf, the problem is that the machine can't usually handle the graphics or the gameplay that was originally created. As a result the game drastically loses out as certain aspects of the game have to be forfeited to compensate for the failings of the machine. Unfortunately this is what has happened here, and it is most evident on the graphical side of things.

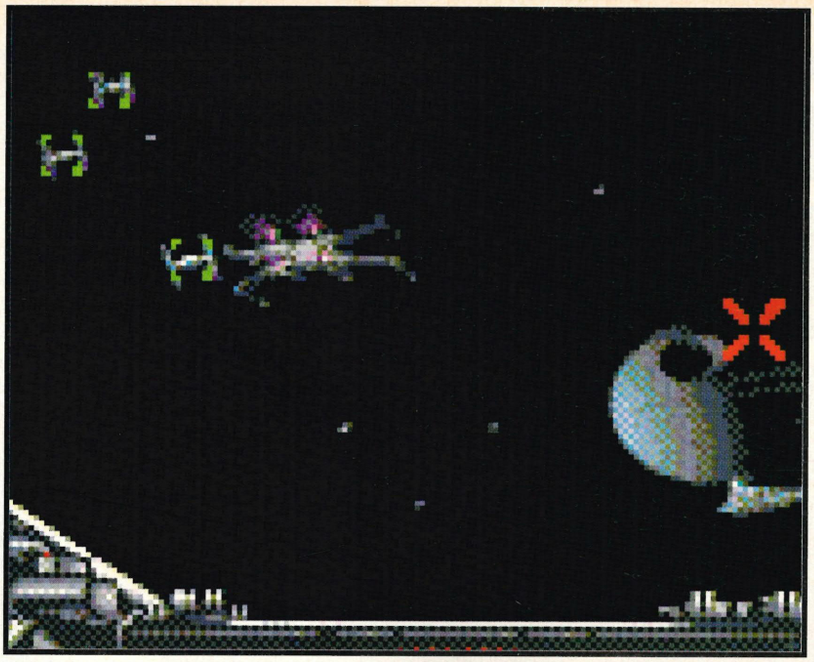
Having said that though the gameplay isn't all that hot in places either! Again, the machine is the culprit with the action literally grinding to a halt for a couple of seconds while it struggles to update the data.

YOU SCRUFFY-LOOKING NERF-HERDER

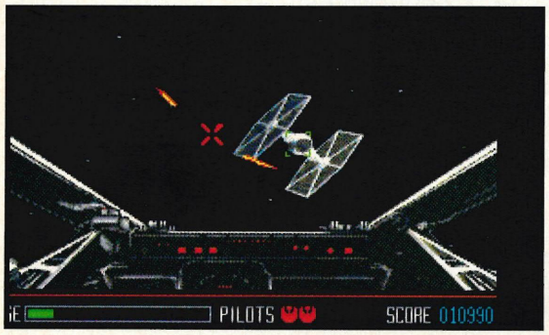
As you would expect you are treated to FMV taken from the films, which creates the game's intro sequence thus setting the plot. The problem is that the Mega-CD can only handle 64 colours and as usual you are 'treated' to a somewhat grainy image with an extremely limited use of colour – the definition isn't all that outstanding.

On the other hand though, there are some really nice rendered Silicon Graphics sequences that, despite the limited colour palette (remember that this version has been converted from 256 colours down to a measly 64), are extremely effective and well defined. In particular, there is a really impressive free-rolling sequence where your Snowspeeder flies across the surface of Hoth and encounters an AT-AT at close range – the effect is quite gob-smacking.

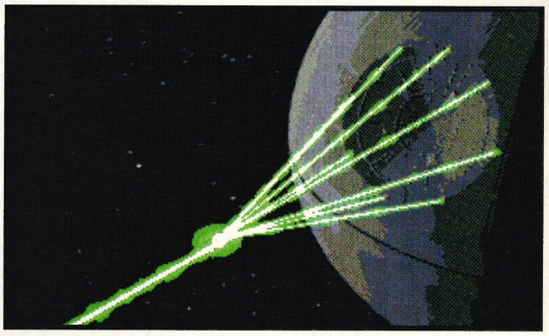
Perhaps one of the most impressive sections of the game in terms of retained quality, is a Lethal Enforcers style shoot-out section which boasts fully rendered Storm Trooper sprites and one of yourself, a Rebel pilot. In between the one-on-one combat sections you then get an impressively smooth rendered sprite running through corridors in an attempt to escape from the Imperial troops.



All the time we close in on the Death Star and destiny. This Star Wars is really going to my head!



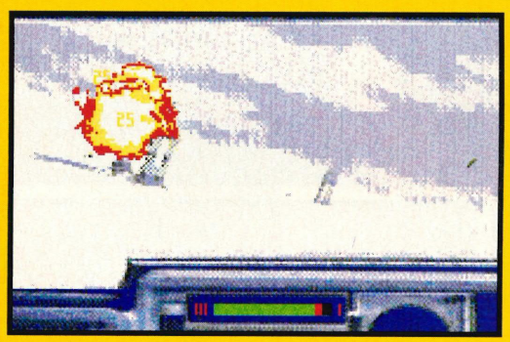
A fine close up of a TIE Fighter at point-blank range



Nasty! One planet down as the Death Star demonstrates its party piece

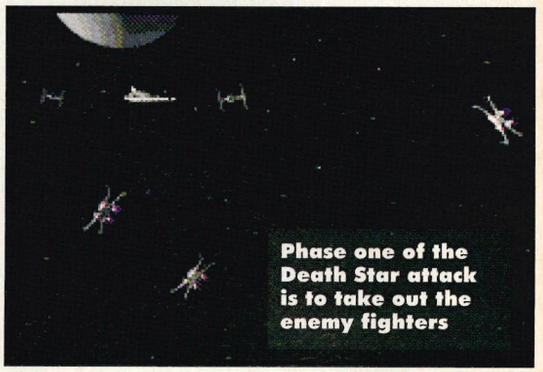
A tad on the blocky side these training missions. Seemingly this will train us up for the Death Star attack – I see no trees firing back!

THE EMPIRE DOES WHAT?



Lifted straight from the Empire Strikes Back film is a battle on the planet Hoth. Using small Snowspeeders you must attack and destroy the Walkers of the Imperial Empire. Ah it brings back many a memory

Sitting ducks. Slow, cumbersome and undergunned – The Imperial Walker. Not the best in military hardware



Phase one of the Death Star attack is to take out the enemy fighters

Another direct hit on the Walker...time is running out

The Rebel forces regroup after the first attack run. Second wave coming in

DO NOT TO UNDERESTIMATE MY POWERS

Rebel Assault is more of a nostalgia trip than a great game, offering players the chance to experience the real hands-on thrill of shooting down TIE Fighters and coming face to face with Storm Troopers first hand, with all the sounds swirling around to create a charged atmosphere. However, there are great sequences such as the dogfights, the trench run and the AT-AT Walker assault but the quality of graphics leaves the sections frustrating especially on the Hard setting.

When playing on the Easy level targets are sighted using small green cross-hairs making identification a doddle. However, on the Hard setting you're not given any help and it is almost impossible in some instances to distinguish the targets from the background mush. This is most noticeable when flying down the trench, making an assault over the Death Star's surface or knocking out AT-ST Walkers on Hoth – you basically take pot luck at the gun emplacements or the Walkers on the horizon.

On the whole this is still quite enjoyable and even though we have already completed the game on Easy (it helped that we played the game to death on the PC) we have all been having a go at the Hard setting – we are determined not to let the graphics get the better of us! There could have been more involved gameplay (this was a fault also noted on the PC version) but as it stands this is a fine game for the Mega-CD.

If, as criticised by some PC magazines, Rebel Assault had been more of a flight sim than arcade shoot'em-up it would not have suited a console platform mainly because it would have been too laborious. However, the shoot'em-up theme works extremely well and now the Mega-CD has an entertaining blast-fest to its name which just happens to be coupled with Star Wars imagery.

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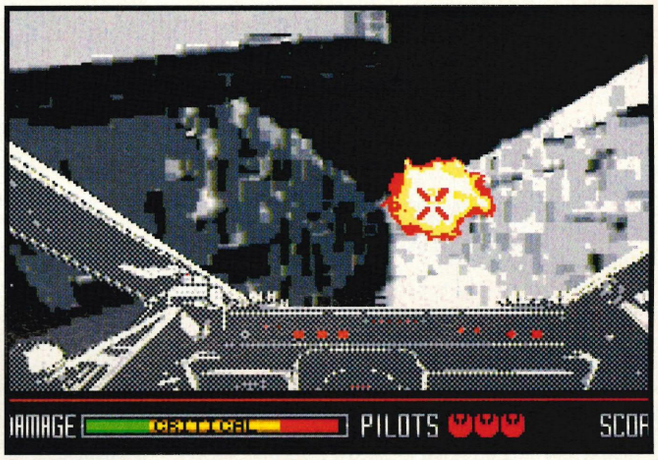
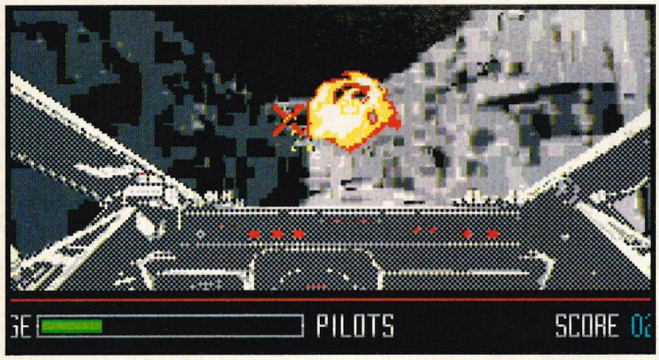
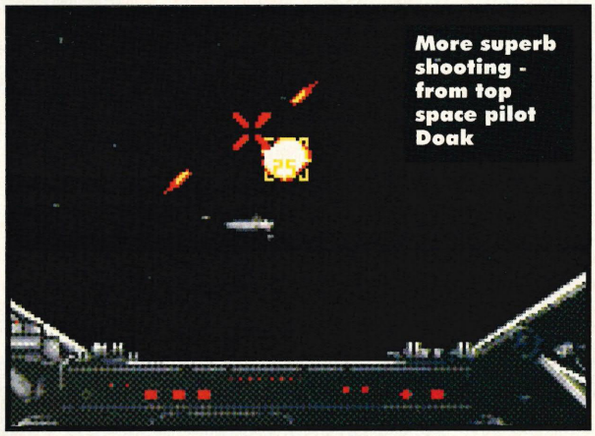
▲ **Laser fire everywhere, death beckons and the Death Star has a mere minutes of a working life left in it**



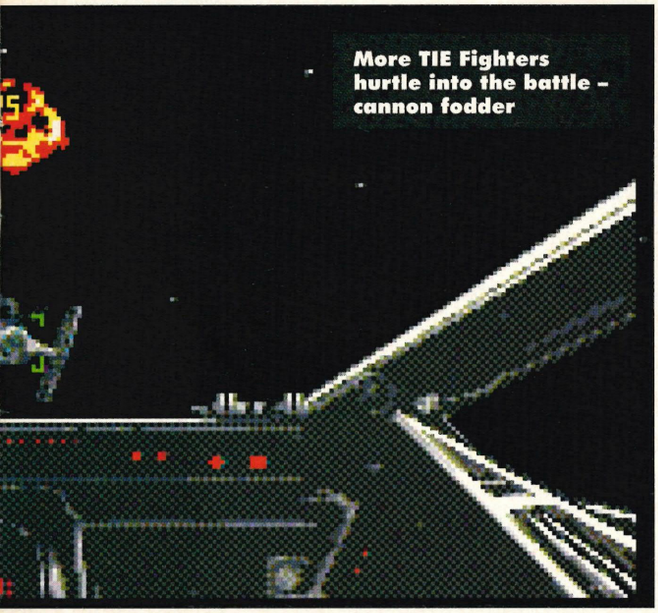
◀ **Another gun turret explodes, temporarily blinding my weapons system**



▲ **Into the trench and a murderous hail of fire greets us from both sides**



More superb shooting - from top space pilot Doak

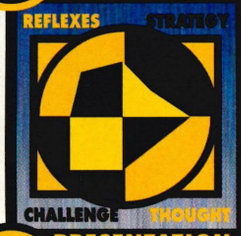


More TIE Fighters hurtle into the battle – cannon fodder

THE SECOND OPINION

THE JAG
I played this game to death on CD-ROM and found it disappointing and I feared the worst for the Mega-CD. Rebel Assault is a bit of a mixed bag really, due mainly to the very sluggish control system certain sections of the game are, in short, appalling. These contrast strongly however with some excellent scenarios, particularly taking on the TIE Fighters which protect the Death Star. If the Star Wars novelty factor was missing this could be confined to the bin. Personally, I think you should invest in a PC and get TIE Fighter instead.

%RATINGS



PRESENTATION 94%
It's Star Wars and that's all that matters!

GRAPHICS 74%
Most of the graphics are too grainy, but it's the fault of the machine not the game

SOUND 97%
All the familiar sound effects and music, and it's dripping with digitised speech

SHORT TERM PLAY 91%
The novelty factor is phenomenal after all, you're flying an X-Wing

LONG TERM PLAY 72%
There's little of substance under the gloss

OVERALL 81
It will sell by the bucketload simply on the name, but the gameplay is severely lacking in places

MEGA-CD REVIEW

SADDLEBACK GRAPHICS

Here's a good one – let's take a program aimed at young kids and get RICH LLOYD to play it for hours!

MY PAINT

SADDLEBACK GRAPHICS

CD-ROM

STYLE

ART PACKAGE

PRICE £39.99

PLAYERS 1

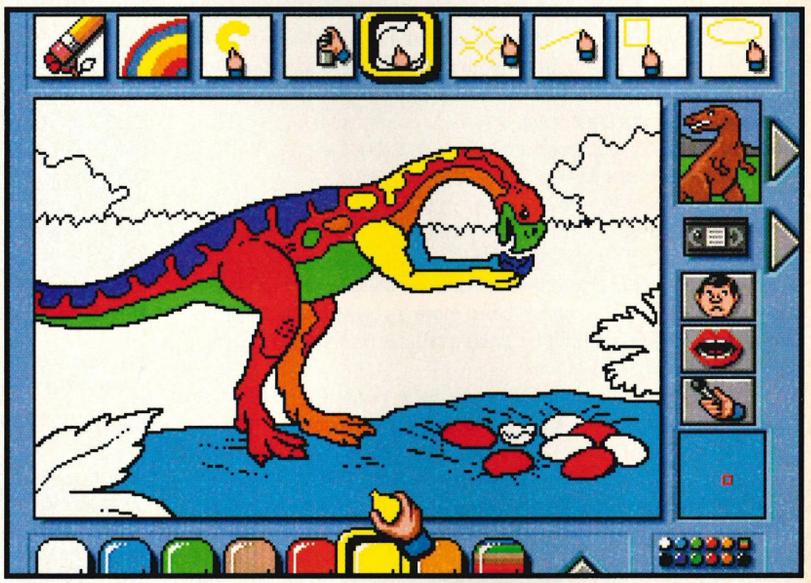
SKILL SETTINGS N/A

RELEASE DATE

IMP ORT

Ever wondered how bad a console game could be? Well, you can find out right here! My Paint is supposedly an educational tool so that young kids can learn and have fun in the process. Nintendo had reasonable success with a title called Mario Paint on the SNES but as well as being an art package it also had a small music package and some games as well, rather like Sony's forthcoming Fun 'N' Games. This on the other hand is purely a graphics package and the worst part is that it is on CD!

Load up the CD and after the scrolling cartoon introduction you will be faced with a blank screen with icons at the top and bottom. In the centre of the screen is the cursor which is controlled with the joypad. Now anyone who knows anything about joypads will tell you that it is virtually impossible to control one as well as you could a mouse, which means that you can't put any detail into your drawings whatsoever which sort of defeats the whole point of the package really.

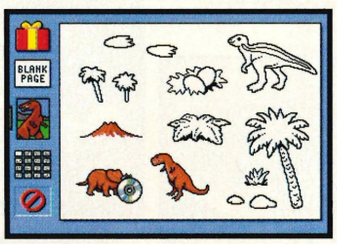


▲ Amanda had lots of fun with My Paint and this is her creation

TAKE HART

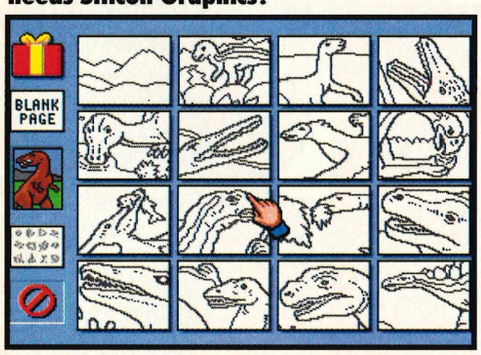
As well as drawing lines there is a spray-can option, a mirror effect and the ability to draw squares and circles! Wow, it sort of puts other Desktop Publishing packages in their place doesn't it!

To lengthen the lifetime of this title by 100 per cent (to about 10 minutes), the developer has very kindly thrown in hundreds or different black and white pictures to colour in to your heart's content, plus there are lots of small pictures to place wherever you want – some of these are even animated too. Mind you, this is so bad that it actually kept crashing when I tried some of the animations.



◀ There seems to be quite a few dinosaurs about here

▲ Look, it's a mad Celtic supporter. Who needs Silicon Graphics?



▲ There are lots of pre-designed pictures ready for you to colour

ARTY FARTY

To be honest I can't see why anyone would want to spend £40 on My Paint when they could spend a few pounds on some crayons and paper, children included (the age group that this game is obviously aimed at). This game is basically a waste of time and effort. When will developers finally realise that this sort of thing just doesn't seem to work on the Mega Drive?

▲ Using a stencil, I knocked this up in two minutes and almost haemorrhaged through boredom

Select a rubber stamp – the colour ones will be animated ▶

RATINGS

PRESENTATION 40% – It looks awful right from the word go!

GRAPHICS 45% – Not enough colours and it looks awful

SOUND 81% – Sampled speech about each stored picture

SHORT TERM PLAY 51% – It is so awful it'll make you laugh

LONG TERM PLAY 9% – Buy it and the joke is on you!

OVERALL 2 – I'm sure little kids would love it. But for me, even Karoake CDs are better than this!

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MEGADRIVE REVIEW

World Cup fever...THE JAG decides to take things easy and chill out with a nice quiet game of baseball courtesy of Accolade.

HAR

SPORT ACCOLADE

ACCOLADE

16 MEG

STYLE

SPORTS SIM

PRICE £39.99

PLAYERS 1-2

SKILL SETTINGS 1

RELEASE DATE

JUNE '94

The World Cup may be on everyone's lips but to the average American sports fan soccer means very little. The sports establishment in the United States focuses on the two main games that dominate the media across the Pond; American Football and Baseball.

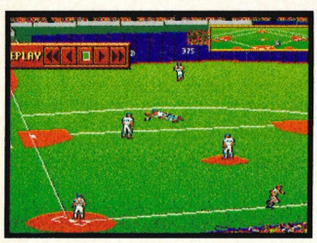
Baseball, as we all know is a tarted up game of rounders with a few funny rules and millionaire players. However no matter what we think of the game and despite the scorn poured all over baseball this side of the Atlantic it still remains the most popular sport in the United States, Japan and a host of other countries.

The recent setting up of a national league in the UK should see the profile of the game raised higher than ever in Britain. With this in mind Accolade has decided it was time we received the updated Hardball game, Hardball '94.

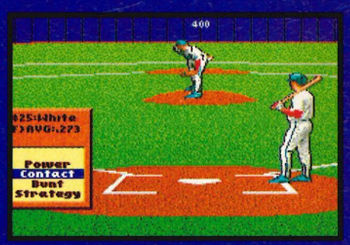
PRIDE OF THE YANKEES

Hardball '94 is simply the logical conclusion to the Accolade's release of last year, Hardball III. '94 contains all the new and updated stats for the oncoming '94-'95 baseball leagues – National and American.

The gameplay has not received any new tweaks as such, but before we all start complaining remember that we have a little habit of updating the majority of football games in a similar fashion, for example Sensible Soccer International Edition is simply the same old (superb) Sensible game with the addition of the '94 World Cup groups. Did it receive a good slagging? It did not. Glowing reviews are more the truth of the matter. As such we should take this into consideration when the final mark on Hardball is passed.

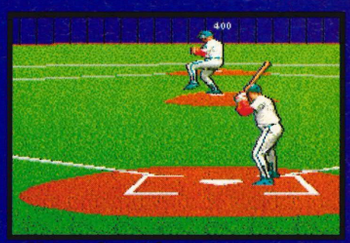


GIVE US THE BALL THEN DAVE!



Options, menus, power swing, bunt. Take your pick and have a swing

Oh I say, the young man on the mound looks as though he means business...



...Yes John, I have to agree with you on that one. He's a mean, ball-shucking person

And here we go...a demon fast pitch...

Belted straight into the centre of the field. Neeraik!

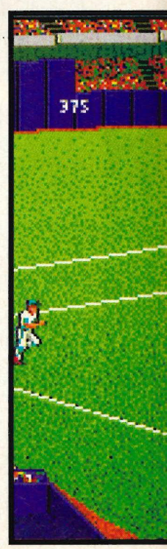
▲ Nice one ref. Safe on second. That's what we like to hear

BABE RUTH

The majority of moves are controlled with the aid of small menus. For example when batting, a small options menu will appear on the left-hand side of the screen outlining the choices available to the batter. Initially they are the power swing, a contact hit and the bunt. Once a few players have progressed onto a few bases the options double. Players on bases can attempt to steal a base and the batter can simply execute something known as a hit and run.

Fielding follows pretty much the same rules. From a small menu the type of pitch is selected and then thrown. Aftertouch, or the curve the ball may take, can be added once the ball is thrown, not always to your advantage. I managed to knock the batter down with the majority of my super fast curve balls.

The batting and pitching can be controlled from one of two views. First there's the conventional behind-the-batter view and Accolade has added a new side-on view of the pitcher. This may look impressive but judging distances and timing was a little trickY. Although the pitching and batting is the most important factor of the game, and the pitcher and batter sprites are very well animated, the fielders suffer. They are tiny men who scuttle around on what seems to be an ice rink, devoid of depth or fluid movement.



DBALL '94

WRIGLEY FIELD

As soon as we clear all the usual presentation screens it's straight to the options menu for a spot of baseball. From the options screen it is possible to play in an exhibition match (friendly-type thing) with the opposition being the computer or a friend. The exhibition match can be played in any stadium you wish (every major stadium in Major League baseball is included), against any team in the two major leagues you consider worthy. The exhibition match is definitely recommended as it provides a spot of practice before playing in any major games – this is a must for the fielding side of things.

Next the option of playing in a full league season is presented which is rather a daunting task. The American baseball season is rather different from the footy season with each team playing a mini series of five games, at home and away. Thankfully the game has a battery back-up enabling your league, team stats and player roster to be saved. If the full 162 game season seems a little too much Accolade has chucked in half and short seasons.

Of course if you're new to the game in general a spot of practice is what's needed – not in pitching but in batting. For this reason Accolade has included a batting practice option in which all those power slugs and bunting strokes can be tried and improved upon. Once again highly recommended for those not too acquainted with this type of game.

Ye old hit by pitch trick. Allow the ball to hit you then walk to the next base. I always assumed it was three pitches 'hit' before the player walked. In this game one charge of assault is all that it requires

The fixtures for the remainder of the season. It's a strange looking thing, an American fixture chart

End of the first innings. and the score so far is not good. Not good at all

TORONTO BLUE JAYS

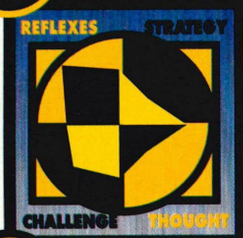
I can appreciate that Accolade has done its homework for this game which includes all the first-team players for every major league team and the relevant stats that accompany them, but the fact remains that baseball is not a game ideally suited to the console world. The more complex rules of the game elude me and the long periods of chucking the ball around are, to be frank, rather boring. I preferred the RBI series simply because more seemed to be happening and the overall presentation was superior.

THE SECOND OPINION

LLOYD

I totally disagree with Jag on this one. I thought it was brill and even though I got a bit bored playing with it on my own, once someone else joined in it was terrific fun. He may think that the RBI games are great, but to be honest in my opinion he really hasn't got a clue what he's talking about (ever since he started insisting on people calling him something silly he's gone dead opinionated). What's all this about Sensi as well? Er....Jag...this is a baseball game. You know, rounders with silly outfits and Geena Davis in really short PE skirt connotations. God this second opinion box is big. I really haven't got anything else to say – hardball is brill, I loved it. The graphics are smart, the sound is ace and if you love baseball, buy it.

%RATINGS



PRESENTATION 70%
All very nice, almost comparable to a suburb...it's just there

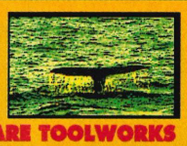
GRAPHICS 62%
The two main players look great but the small fielders and bad collision spoil it

SOUND 63%
Yes, it's there but barely noticeable. The organ music does grate a little

SHORT TERM PLAY 65%
Owing to the menu control system you are not likely to have a go on Hardball '94

LONG TERM PLAY 75%
Once the control system is worked a few hours of fun are there for taking

OVERALL 74
Not up the standard of the RBI games but not a bad attempt.

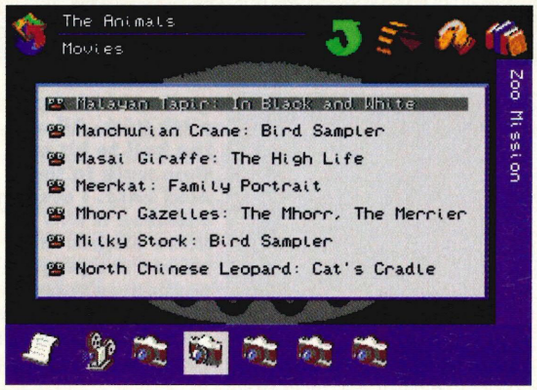


BY: THE SOFTWARE TOOLWORKS

price: TBA
developers: IN-HOUSE
release date: LATE SUMMER

THE ANIMALS

When someone mentions the word 'interactive' in the same sentence as 'Mega-CD' The Jag usually scuttles for cover incredibly quickly, experiencing frightening flashbacks and shell-shock. However when the chaps from Mindscape offered him the chance to have a look around San Diego Zoo from the comfort of the office he was intrigued, to say the least.



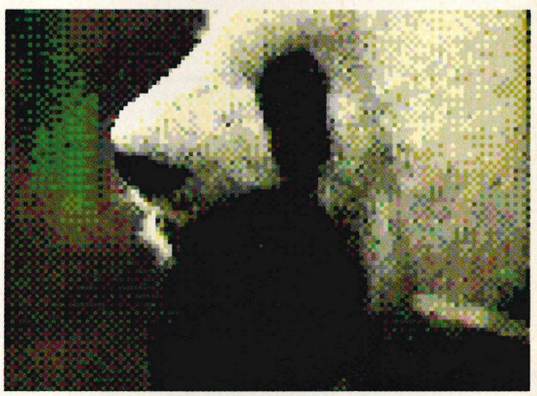
◀ **Choose which beast of the wild you wish to have a look at with the easy-to-use Movie Menu**

▲ **The giant panda is a bear par excellence in the cuteness stakes but alas in the 'breeding' field it is something of a let down**

BILL DRUMMOND SAID

San Diego Zoo cannot be described as a 'zoo' in the conventional sense. The animals are not locked in cages that cannot adequately accommodate them and as such is similar to a wildlife reserve in application and set up. The research centre is one of the leading establishments in the world (or so I'm informed anyway) dedicated to the preservation of endangered species and is also a fervent campaigner on the deforestation issue. As such the zoo has co-operated with The Software Toolworks to produce what is the first educational pack to be released on the Mega-CD. Software Toolworks has aimed Animals at the older end of the games-buying spectrum hoping to attract the over-15 audience to what many people are touting as the future of CD ROM, the interactive programme.

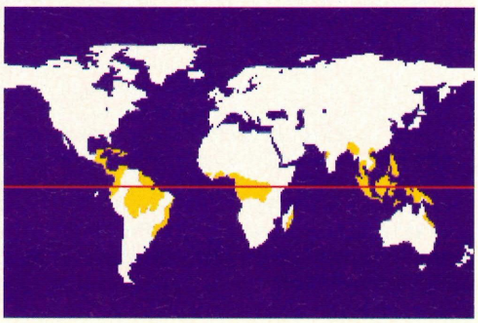
▲ **The monkey (ape or whatever) strikes a pose for the camera. Bears an incredible resemblance to me in the morning, so I'm told anyway**



▲ **The panda takes a little time out for lunch....not a Kit Kat in sight**

▲ **The lioness – hunter, provider and mother. Could be human, eh?**

▼ **Rainforest map time. Not for long I fear**



DAVID BALFE

The Animals is basically a walk through of every 'exhibit' (for lack of a better word) on display in the San Diego complex. Primarily we begin with a view of a map of the zoo and a cursor shaped like a small, bald child.

The cursor is simply placed over any location on the map and the information relating to that place will appear on screen. If for instance we have selected the cat house a menu will appear listing all the animals in captivity. If we wanted to see the tiger it's simply the case of highlighting the tiger option and hitting the A button. Yet again another menu will appear displaying all the data the zoo currently hold on tigers. This may take the form of colour photographs of the animal. Alternatively (and the option the majority will undoubtedly head straight for) the FMV section can be accessed. As the name implies this is a short piece of film showing the animal in the wild. Not all animals have the FMV option, but the reason for this remains a mystery to me.

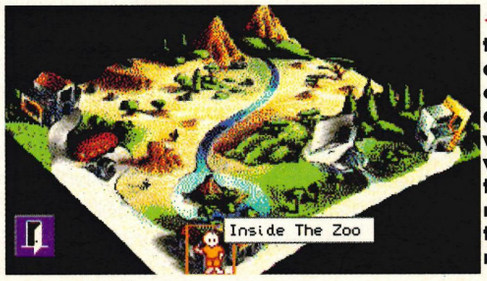
ECHO AND THE BUNNYMEN

Of course there is far more to the Animals package than nice colour pictures and FMV sequences of all your favourite animals. Large chunks of text affiliated to the chosen animal will appear on screen outlining the part of the world the animal hails from, its feeding patterns and so on, along with one or two snippets of trivia. If all this fails to grab your attention it could well be time you listened the call of the animal. Yes, the cry of the majority of the animals is included in the programme. What fun we had with mating sounds of the wolf. My cat is still confused.

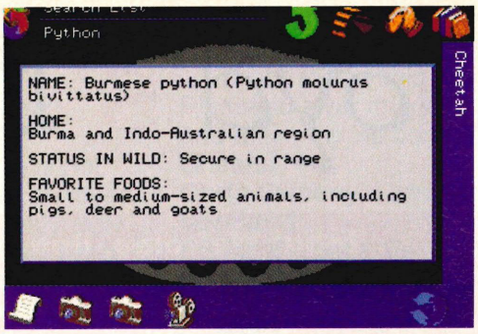
▲ **Enemy of Range Rovers the world over, the rhinoceros. A tough-skinned chap and pretty good fighter**

▲ **An alligator waits silently to gobble up anyone who falls into the water...arghhhhhh!**

▲ **Now this is what we come to see, things like tigers and snakes. This the first of the two, sitting in its cage no less**



◀ **Place the cursor over the area you wish to visit and the machine to do the rest**

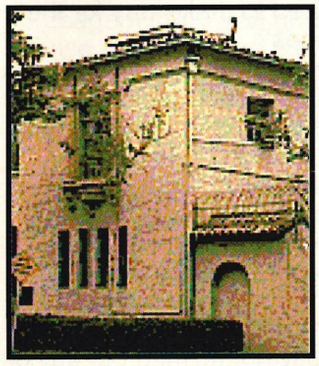


▲ **A few notes on the python. All well in order I'm happy to report**

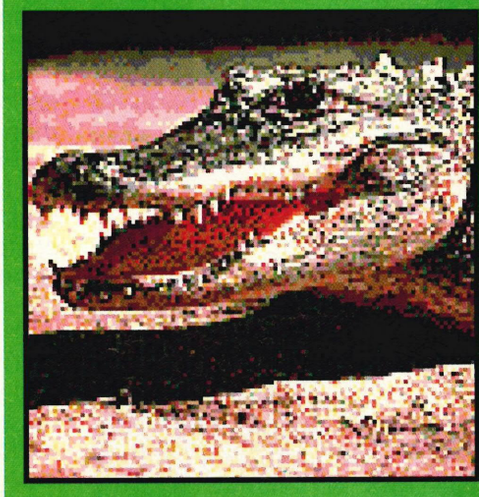
THE TEARDROP EXPLODES

This is basically all that really happens in Animals. The text, pictures and FMV are the mainstay of the package but there is a little more to it than that. San Diego Zoo contains a massive undersea research centre and all the information affiliated to this appears in the package. We can also access the animal research centre and listen to the views of the research team on vital issues such as the threat to wildlife from human expansion and pollution. A small speaking introduction to the zoo is also included.

The sound quality is exceptional, the colour picture and FMV quality as good as the Mega-CD can reproduce. Animals be represent a 'risk' release as the games buying public doesn't seem to bother with type of programme, preferring to leave it to the PC types. It does represent an attempt at bringing a serious subject to light though and with San Diego Zoo profiting from the complete software package it can't all be bad can it.



▲ **The research centre, is the pillar of the intellectual community and a fine place of learning. It's the sort of place you would never find Rich Liloyd anywhere near**



Lloyd's Barbershop

Aloha! Welcome, dear readers, to the sunny town of Oxford. It may not be the same where you are, but to say it is quite warm here at the moment would be the major understatement of the century. It's just a good job that the Maverick offices have a swimming pool out back so that I can float along on my lilo with a PC in one hand and a pina colada in the other, catching up on my tan as I write to my faithful readers. And then I woke up and my lovely dream was shattered...

SENSIBLE SIMON

Dear Lloyd,
I always buy your MegaTech magazine and thoroughly enjoy it (I'm going to ask a favour, so I have to suck up to you). Anyway, as I was saying, I've got a query on a game I wish to buy. A couple of months ago I bought Sensible Soccer, which I must say is smegging ace. I have now found out that the Sensi International Edition is coming out.

In Sensi (version one), under the three different levels of football (international, club, and custom teams) there are a maximum of four different leagues or cups. What I want to know is, are there the same four leagues and cups in each category as well as the new ones, or have some of the old leagues and cups been sacrificed to make way for the new ones?

I know for sure that there is definitely a new World Champs joint league and cup and I hope this is an extra in the international category rather than a replacement.

Finally, could you also tell me for sure if there are any additions in the club and custom teams which have hopefully not pushed out any of the old leagues or cups.

Well, it's a tall order, but as you're all so bright, beautiful, and young (more sucking up) I'm sure you'll cope.
Millions and squillions of thanks,
Simon Dossett (15), Colchester
PS A poem...
As it is nearly my birthday,
I do hope you're going to listen,
I would like my birthday to be really fab,
So please send me Sensi International Edition.
(Well, it's worth a try!)

LLOYD:
Good old Simon Dossett,
knows how to get his way.
A bit of crawling here and there
works with me any day.

The leagues in the new Sensi,
make this a better game,
but don't worry as the old ones,
are exactly the same.

So happy birthday Simon,
J wish you lots of luck,
but you won't a game off me,
as J couldn't give a fig.

HELP!

Dear Lloyd,
Could you please tell me where I can get back copies of MegaTech magazine as I have gone through my copies and have found that there are two numbers missing. They are issues numbers 29 and 30 and I need them to complete all the issues since the magazine was first brought out. Thanks a lot.
Steven J Neville, Walsall

LLOYD:
All you have to do is send us a cheque for £3 for each issue you want along with a covering letter. For an extra quick reply why not include some food or something as well? After all, we always work better on a full stomach, but seeing as we are chained to our desks all day we don't often get a chance to eat something. OK, so Pam comes along every now and then and throws us some scraps but it just isn't enough. Help us! We are being held against our will and forced to live like slaves! We have our escape route planned already but we need a couple of bottles of Jack Daniels so that we can bribe the guards. Please help us! Oh no, here comes Pam now! Arghhh!

STILL WAITING?

Dear Lloyd the barber,
Lloyd, are you really a barber? Are you qualified to cut hair in a proper style, not like the way your mum cuts it? Or could you shave a man without cutting him? If you can't, can you sing in harmonies in a barbershop quartet? I seriously doubt both of them!

Anyway, down to business. Since the changes to MegaTech I have noticed that the game ratings have dropped. Is it because the games are getting crapper or are you too hard on them? Games that might have got an 80-odd rating now get a 75-78 rating – why is this? I look through the reviews to see if anything is worth reading. If ratings have dropped I might miss a half-decent game, which makes me mad!

And why is it that some pretty good games only get a one-page review and really crap games get three or four? If a game is crap just say so and use the space for better games. Oh, and if a game comes in too late for a big review, save it for next month's magazine.

Some months ago (or was it a year, I never know how long

it's been) there was a competition where you had to fill in some questions on a form. At the bottom of the page there was a space for any ideas for improving the magazine which I filled in, but didn't have the strength or I just couldn't be bothered to pull it from the mag, so I didn't send it off. My point is I think it would be a good idea if you when you preview a game you should give it a first impression mark, then when the game is reviewed match up the preview score to the review score and see if the game was better or worse than expected.

Also I noticed in issue 30 that the game index was moved from the back to the middle. Now wasn't that silly! If there is one thing you can be sure of it is that the game index is at the back and Technique Zone is before that. Also try to keep the reviews in one section so that they are easier to find. I have also noticed that back issue form has mysteriously gone missing (it has been for some time). Has it been taken by hostile aliens whose aim is to deprive MegaTech readers of issues they have missed? Also, the same aliens have taken some of my MegaTech collection and in them are some games I want to see the reviews of. So could you please put it back? In the last Barbershop Chris Sweeny from Scotland said that it would be a good idea to have a reader's review section. I think this is a good idea.

In the April issue of MegaTech you reviewed Powermonger for the CD. I wanted to buy this game and as the release date was OUT NOW, I sent away for it from that Special Review thinging. So there I was waiting for my paid game all through May. Did my game come? No it bloody didn't. So I phoned up Electronic Arts and they said it would be out at the end of June. A far cry from April isn't it? So could you please put the right release date on reviews.
Yours,
Liam 'I'm still waiting' Richards
PS Please, no gyp on how long my letter is and what's in it. (Would I do such a thing? Surely not – LLOYD.)
PPS I know by saying what I just have I will get gyp, but who gives a damn.
PPPS Your mag is great! Grovel, grovel, grovel!
PPPPS Oh, and if this is not printed I shall be very annoyed which is not a very pretty sight!
PPPPPS If it isn't I shall keep sending this letter every month until it's printed. And I'll be back...maybe!

LLOYD: The whole point about reviews is that they are a personal opinion, which is why we have at two people comment on every game in order to give an unbiased opinion. Different people have different opinions so obviously when us lot took over, things changed a bit – such as the ratings. I don't agree that the ratings have dropped as such, and to be fair there is a lot of crap going round at the moment.

OK, so the game index went for a little walk last month and wasn't at the back of the mag, but so what? Variety is the spice of life as they say.

Just one question – what is Special Review thinging? Are you insane or did your word processor get hungry and swallow some of your text? I'm not a pretty sight when I'm angry either, so just watch it mate. (You're not a pretty sight anyway - Ed.)

INCOMPLETE LIFE

Dear Lloyd,
Hey, sorry about spelling your name wrong last month, Lloyd, but it is a bit of a weirdly spelt name. Anyway, I didn't put pen to paper just to waffle on about names. No, I've come to ask you some questions!! Here they are!
1. Will everyone be disappointed by the price of Super SFII? I mean, the original 24-meg cart was £60, this new one is 40 meg. What price at the moment are we looking at? £80? £100? What do you think?
2) I'm thinking of buying Jungle Strike in my 'local' for £30. Should I wait for Urban Strike?
3) What is your favourite platformer, sport (hmm, I can't guess what that will be!), racer, shoot'em-up, puzzler, RPG and fighting game at the moment? I like to know these things!

That's me for this month. Please answer my questions and make my life complete. Cheers.
Chris Sweeny, Lanarkshire, Scotland
PS Mr X – get a life you hopeless sad little person.

LLOYD: By the way Chris, what's it like to be a Sega Zone 'Nothing Winner'? When we first got Super SFJJ in J was quoted an import price of £100. This is obviously way too much for even the best game, but fortunately Capcom and Sega realised that it wasn't going to be worth putting out a game at such a high price and they managed to cut production costs and it should be released at about £50, which is cheaper than the first game! Jungle Strike is a damn fine game but Urban Strike looks miles better and is a lot more varied. The choice is up to you.

My fave games at the moment are as follows: Mystical Ninja 2 (on the SNES...boo!), Sensi (J think that is what you expected my reply to be!), Virtua Racer or Daytona in the arcade, TJE Fighter on the PC, Tetris/Columns/Robotnik, Landstalker, Super Street Fighter JJ.

ON THE BLAG

Dear Mavericks,
I went to the shops the other day to buy your issue for June but I couldn't find it. Please could you send me your issue for July. I can't get any issues because when I get to my newsagent they're all gone! Please can you send me your issue of MegaTech for July. Please?
Matthew Russell, Kent

LLOYD: Sorry mate, but we can't go round sending mags off for nowt you know. You'll have to buy a back issue like good old Mister Steven J Neville will. If we gave them away willy-nilly we wouldn't make a profit and so J wouldn't get paid and J'd starve. Now you wouldn't want that on your conscience would you?

MEGADRIVE REVIEW

US GOLD

12 MEG

STYLE

PLATFORM

PRICE £TBA

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

JULY '94

Things being what they are around the Maverick office, the Jag could well sympathise with someone turning green, but who could have reckoned with the appearance of the Hulk on the Mega Drive?

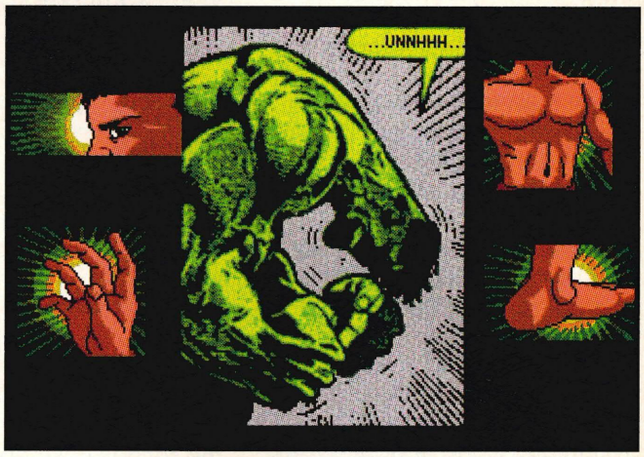
THE INCRED

Oh yes indeed, it's Marvel (that's Marvel comics, not the bedtime drink) superhero time. So we have already had Spiderman, X-Men, Superman (OK, so that's DC but what the hell) and Captain America on the Mega Drive, and to be brutally honest 99 per cent of these games have amounted to nothing more than steaming pile of cow dung. So the big question is, can US Gold achieve what no other software house has yet accomplished – a halfway playable game that features a superhero? Everyone else seems to have failed...and failed big-style.

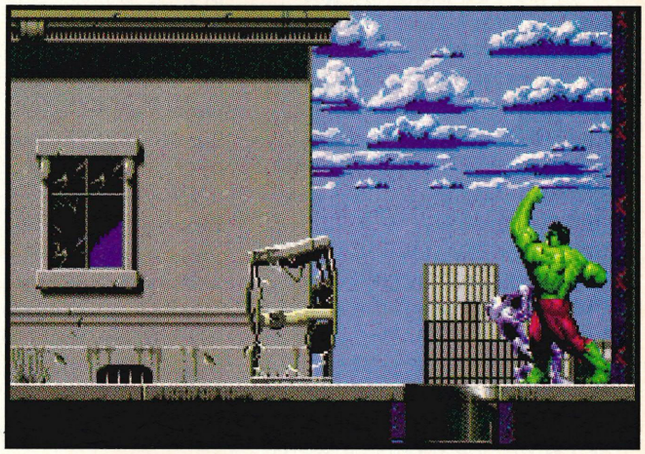
GODDAMN RED NECKS

So exactly who is the Incredible Hulk? Where does he come from? More importantly, will he get his round in and crash the tabs? The last question I cannot answer but the first two are easy enough – the Incredible Hulk is a freak of nature (pretty similar to Rich's hair actually), a monster created by an overdose of Gamma rays. A bloke by the name of Banner (Hulk's alter ego) always seems to be getting into fights, despite the fact he's pretty crap at fighting. When he inevitably gets battered he flips out and becomes mad and all his clothes come apart, without the bounds of good taste being exceeded and he transforms into the Hulk, who can only be described as one big green thing who we think could batter Superman in a fight.

Of course if we take into account that the Incredible Hulk is very violently inclined, the odds are that we are in for a great game...perhaps they could come up with a storming beat'em-up with small puzzle and arcade elements incorporated into it? Not a chance. US Gold has rather predictably delivered yet another glorious platform game on to the Mega Drive. How many platformers does one console need?



▲ **Bruce gets down to what he does best – changing into the Hulk cartoon-style**

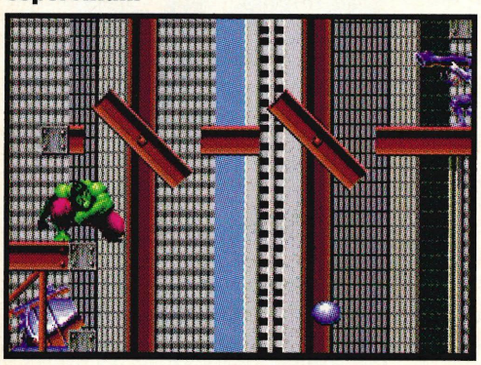


▲ **Old green-skin shows us what he's made of. One uppercut, one less robot**

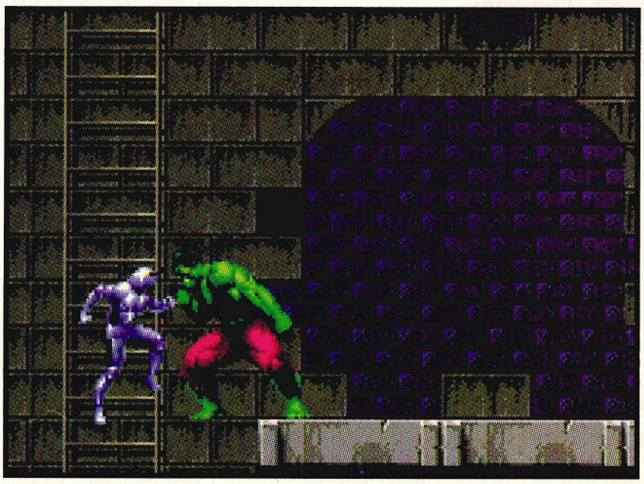
GREEN IS THE COLOUR

There is no doubting the fact that Hulk is a bit of prime mover. He comes complete with a batch of special moves that can be executed depending on his state of health. When steaming along at full power the Hulk can stamp on the head of the bad guys resulting in one swift death, and the bear-hug can also deliver a speedy ending. Aside from these moves he is also capable of standard offence and defensive actions ranging from his uppercut to the rapid old left-right punching and his brilliant head-butt as practised in kebab shops the world over.

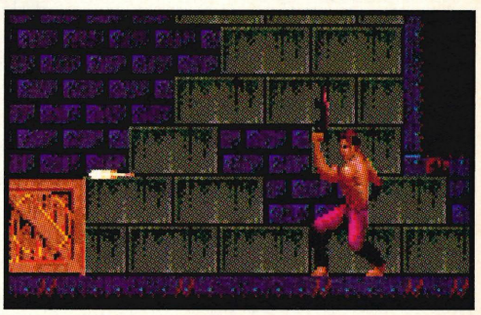
▲ **Arghhh, it's the Abomination, well 'ard supervillain**



▲ **The old rotating platform section**



▲ **So the Hulk does have Scottish blood in him after all**

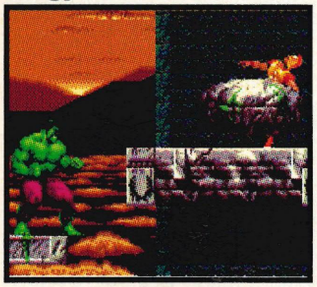


▲ **Sometimes brute force just won't do the trick...and this is where the puny human can help out**

▲ **The alien didn't want to do that**

IBLE HULK

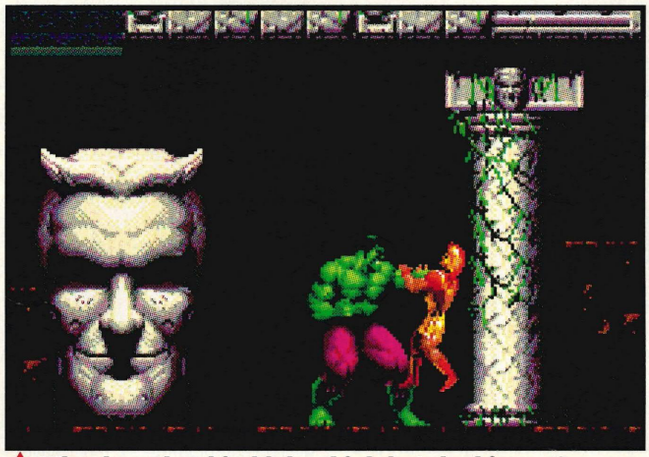
▲ Things are becoming dodgy in the Leader's HQ



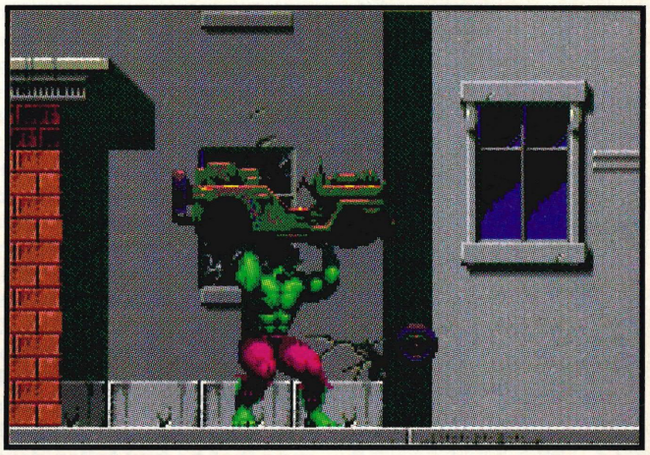
▲ That large rock came in very handy I must say

WESTWORLD

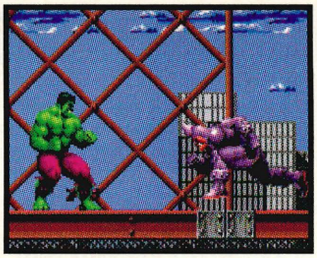
The object of this game is take on a few well-known supervillains and batter them. One of the more deadly super bad guys, the Leader, has decided he wants the Earth as his own (he can have it as far as I'm concerned) and as such has created an army of cyborg things to help him in this quest. These cyborgs are small change for the Hulk though, so the Leader has enlisted a few supervillains to help him rid the Earth of the Hulk, the only person who can possibly thwart his plans to conquer the planet. These villains include the Rhino, the Abomination, Tyranus and Absorbing-Man. Surprise, surprise – these chaps are the end-of-level guardians.



▲ Who does that big bloke think he's looking at? Friend of yours is he?



▲ A handily-placed Jeep...



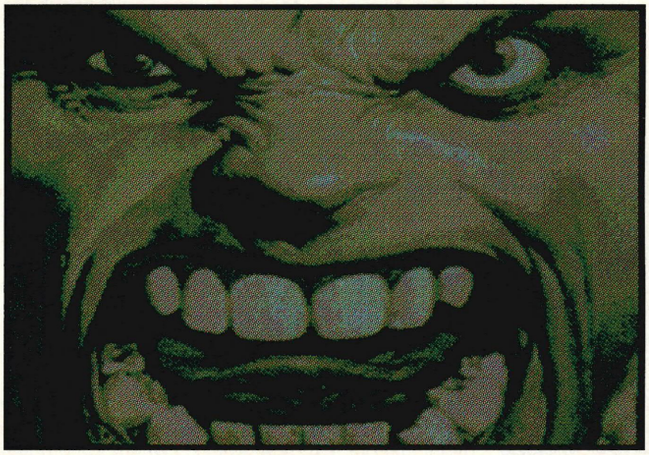
◀ And out pops the Rhino. Mean, tough with a large horn

RAMPAGE

The game is comprised of five levels which are all split into sub-sections, each section having hidden bonus rooms filled with power-ups capsules etc. However the Hulk has to change into Banner before he can fit into some of these rooms and this is only permitted if he has previously collected a special capsule which will enable him to do so.

I have a few gripes about The Incredible Hulk. Since when did a rampaging brute like the Hulk require three punches to destroy a puny robot and when did Banner have the power to transform at the drop of a hat?

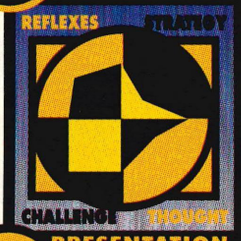
Aside from this though, The Incredible Hulk is basically just another platform game which is by no means the best to ever appear and certainly not the worst. If you are the sort of person who is in any way interested in this type of game then go ahead and buy The Hulk – maybe the empty-ish stages and the platform fixation will appeal to you.



THE SECOND OPINION

I'm sorry but I have to completely disagree with Jag here. The Hulk is one of the worst platform games and is a complete waste of a perfectly good licence. This game has very little to do with the comic character – since when did the Hulk get hurt by people punching him? And how come Bruce can only change to the Hulk and back again by taking a pill? As a fan of the comic-strip I was sorely disappointed and even though certain industry figures put their heads together in an attempt to make this the best game ever, it has turned out to be a complete load of bobbins.

%RATINGS



PRESENTATION 70%
Basic but effective. Who cares about that though? It's the Hulk!

GRAPHICS 70%
The Hulk looks great but the stages are pretty bare

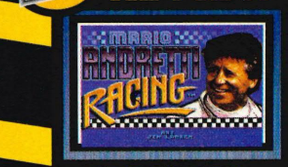
SOUND 65%
Nothing to get excited about. Simply average

SHORT TERM PLAY 69%
If you enjoy leaping around on platforms then you'll enjoy this

LONG TERM PLAY 72%
All right I suppose. I'm not a real platform-head myself though

OVERALL 80
A competent if slightly repetitive platform game. Nothing new or ground-breaking

MEGADRIVE REVIEW



ELECTRONIC ARTS

EA SPORTS ELECTRONIC ARTS

16 MEG

STYLE

RACING GAME

PRICE £44.99

PLAYERS 2

SKILL SETTINGS 2

RELEASE DATE

JUNE '94

Mario on the Mega Drive – the Jag thought he was in heaven...until someone mentioned Mario Andretti, not Mario Kart! So just who is Mario Andretti? Seemingly this Mario bloke isn't a plumber, no siree.

MARIO AND

Mario Andretti is one of these famous drivers – well, famous to some perhaps but I've never heard of him owing to the fact that I know nothing about motor sports (except being the best in the office at Virtua Racing). Anyway, Mario is seemingly one of the most successful/best/hardest drivers ever to drop his ignition keys.

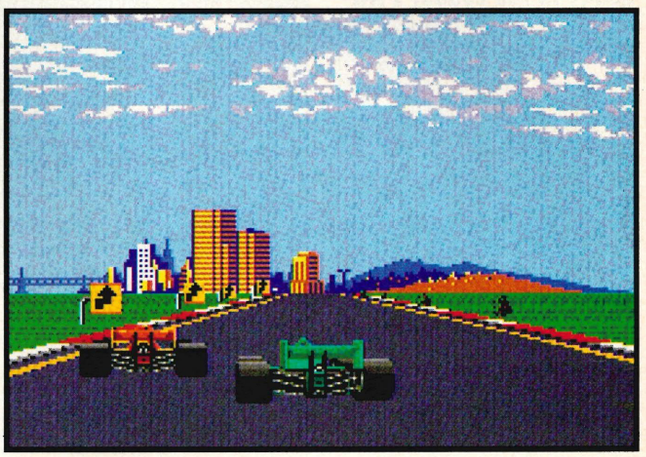
Mario Andretti started racing when he was but the tender age of 11 and he has never looked back (in a manner of speaking anyway) since. Wins in the Indy 500, Daytona 500 and, erm, a few other races have guaranteed Mario a place in the driving hall of fame, if indeed such a place exists. Old Mario has even been named Driver of the Quarter Century, which is seemingly quite an achievement. And how about this for a startling and interesting fact that you probably don't know – once Mario broke his kneecap when racing, but he told his old man that he had fallen down some church stairs, the little devil!

IRELAND 1, ITALY 0

If you're really thick you may well be under the impression that Mario (as it shall be known) is a platform game. If so, you're wrong, for indeed it is none other than a racing game that looks like almost every other racing I've ever seen, especially on the Master System...except it's not very good at all. No, you not did misread my words, at last EA Sports Network has released a rubbish game. How long have we waited for this sweet moment? It's great fun and proves that the folks at EA human after all.

Anyway, back to this racing lark. Mario has driven all sorts of cars and we get the chance to drive three types. These are the sprint car (small, slow vehicles), the good old stock-car and of course the Indycar (fast racing-car to you and me).

▲ **Being the rookie round these parts, tradition dictates I start at the back, with no money and a very slow car**

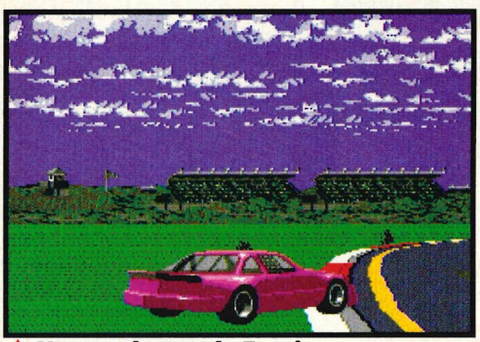


▲ **At last we manage to get a look at the opposition...and pretty naff they look too**

CAR KEYS AND CLUTCH

So we choose from one of three types of car, customise the car by choosing a colour then head off for a spot of fast, dangerous driving. A full career, a one-off jaunt around any old course or a two-player head-to-head game can be entered into. Choose your circuit from a selection of 15 and you're ready to go.

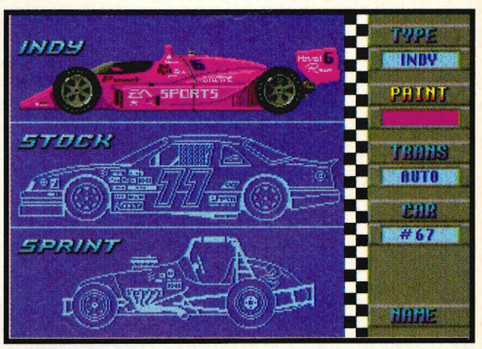
Being the rookie driver you will start off at the back of the pack, jockeying for a pole position. If you choose to enter into the qualification race your chances of beginning the race in one of the leading positions are vastly improved. This can also serve as 'breaking-in' run to get to know the stretches for good fast runs and where to brake when taking those sharp corners. Then we head into our first race, which is where the problems begin...



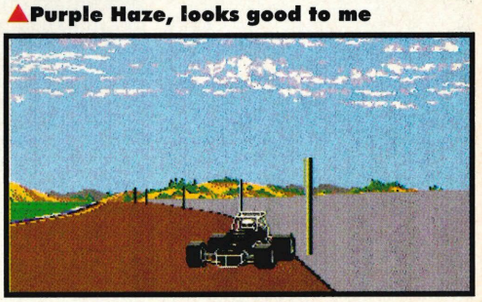
▲ **Not good enough. To win races we must stay on the track**

▲ **The automap split-screen. If you become lost or just worried, call this up**

▲ **Where would a car game be with no split screen?**

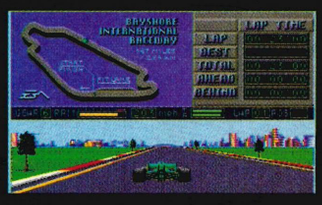


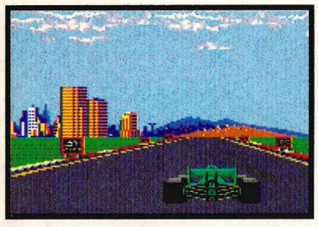
▲ **Purple Haze, looks good to me**



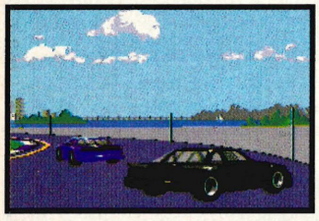
▲ **I should listen to Mario's advice!**

RETTI RACING

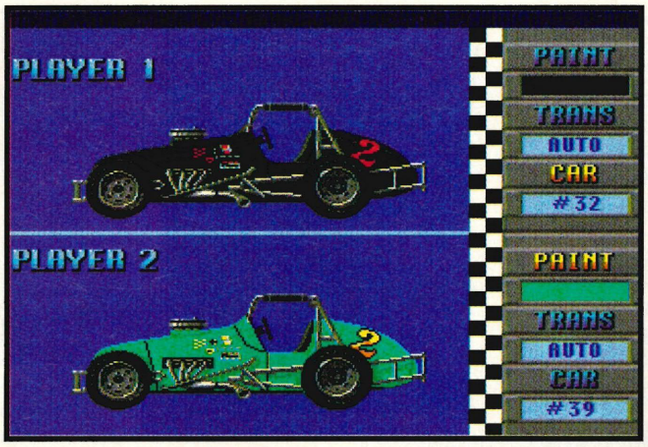




▲ More full-screen action as we hurtle past the not-so-subtle EA. billboards

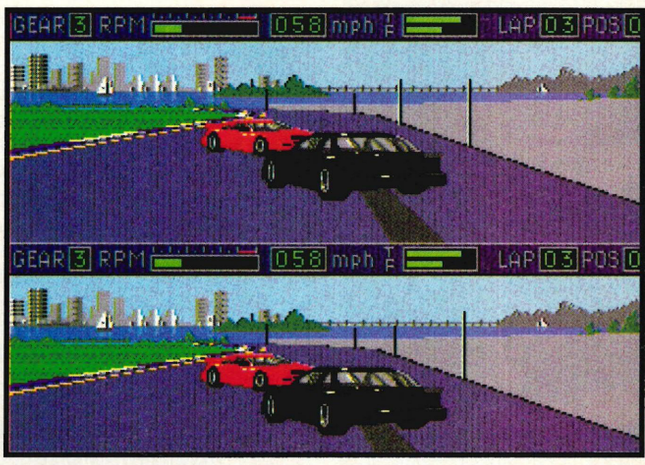


▲ The chap waving the flag implies that the race is in its final phase

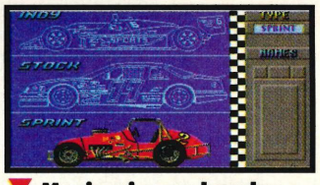


RACE RESULTS
1. RICKEY BELL SR - 05:14'41"
2. PAULO GUZMAN - 05:20'46"
3. INO OKIMOTO - 05:23'89"
4. HENRI MUELLER - 05:23'08"
5. ORLANDO BIGGS - 05:25'03"
6. SAM FRAZETTI - 05:30'22"
7. TONY O'KEEFE - 05:38'17"
8. HOLLY ROBINSON - 05:43'00"
9. KYLE ZAPATA - 05:44'43"
10. PLAYER 1 - 05:49'06"
RACE AGAIN
MAIN MENU

▲ First time unlucky, or something like that. Personally I blame the well-dodgy control system



▲ It's on split mode and yet again I've collided with that dastardly car. Ye gods, eh readers?!



▼ Mario gives a handy tip: "Stay on the track and never crash. Being the first over the finish-line is good too"

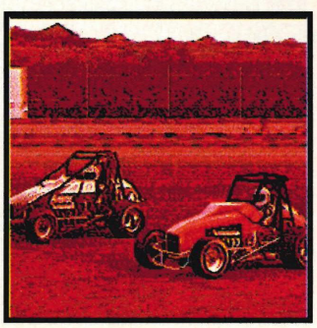
◀ This little 'sprinty' number looks as though it could win

SAD OLD GIT

I shall not bore you with all the ins and outs that constitute a driving game – from the screenshots on these pages I'm sure you can hazard a guess about which views can be used in the game etc. Suffice to say that Electronic Arts has released what is one hell of a poor game that is all the more insulting if the recent release of the excellent Virtua Racing is taken into consideration. The graphics, to put it mildly, are simply awful, while the backgrounds are surely left over from some old Master System game and the tracks never vary – no hills or dips, they are simply flat.

These two features alone should be enough to scare anyone off any game, however the final nail in the coffin is yet to be hammered in. The control system, in keeping with the reminder of the game is terrible. Corners cannot be 'dragged' and braking is a complete waste of time.

Nothing more remains to be said about Mario Andretti Racing other than to advise you to give it a very wide berth. Electronic Arts, what were you thinking of? We have come to expect so much better from you.

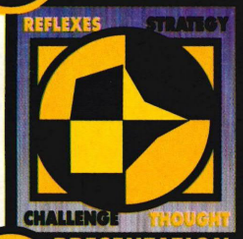


THE SECOND OPINION

ALLIE WEST

How smart is this? Not very, I'll tell you. It looks really bad and plays even worse. The really good holiday that I've just been on to Orlando (that's in Florida you know) was much more fun than playing this. I got to do lots of really wonderful things and it was superb. Unfortunately this was one of the first games I played when I got back and it really brought me back down to earth with a bump. Quite why Mario Andretti would want anything to do with this is beyond me. Considering he was such a racing legend surely he'd want to be associated with a good game?

% RATINGS



34% PRESENTATION Suprisingly poor for Ea. A few shots of Mario and that's about it

20% GRAPHICS Very bad. Mario looks similar similar to a Master System game

25% SOUND Terrible. Mumblings from the car engines and a few shouts of "Last lap'

40% SHORT TERM PLAY I suppose so, if you really fancy a quickie

17% LONG TERM PLAY No one in a healthy state of mind would play it for any length of time

OVERALL 40 I can see the label on the packaging but I can't believe it's an EA game

MEGA-CD REVIEW

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BY: SEGA

THE JAG has always fancied himself as a bit of top gun, so when Wing Commander arrived he was obviously the man for the job.

WING COMM

WING COMMANDER

CD-ROM

STYLE

SHOOT'EM-UP

PRICE £44.99

PLAYERS 1

SKILL SETTINGS 3

RELEASE DATE

IMP ORT

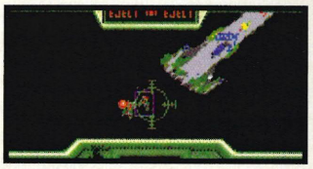
'From the cockpit' space shoot 'em-ups are a rather rare breed on any Sega home system I care to name. Apart from the pretty dire Warp Speed, budding space pilots have not had much to get excited about. Rumours of a UK release of Wing Commander have come and gone like so many £10 notes but as usual the Japanese have managed to get in there first, so here we are with a difficult to understand (but incredibly easy to master, I think you'll find) Japanese version of Wing Commander.

RICH LLOYD AT THE WHEEL

Wing Commander is a game that turned heads a few years back on the Amiga. It's basically a futuristic shoot'em-up which throws you into the cockpit of a starfighter. You must begin the game as a rookie and steadily work your way up through the ranks to attain the position of Wing Commander in the Space Federation of planets (or something along those lines).

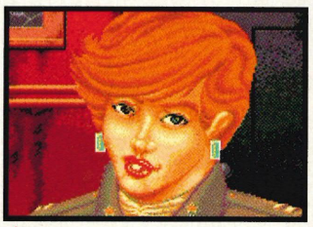
The reason you and your planet find themselves at war is rather simple; yet another war-like alien race has decided that it's open season on human kind and therefore anything is fair game. Unfortunately for you that's anything from your space fleet of freighter ships, to the odd starfighter.

▲Not even I can miss from here

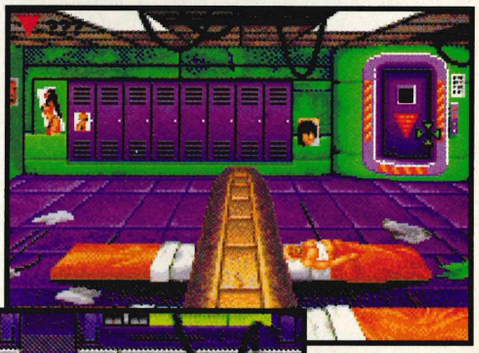


▲Two in a corner. Power up those lasers

▲"Well done people, well done indeed". Actually it most definitely does not say that but Japanese isn't my strongest language



▲Leave it to a woman and you're bound to get the job done properly



▲ After a hard day's fighting there is no better place than a nice soft bed

◀ Keep up that rate of fire and another one will go down

▲ Sexy or what. Tom Cruise hardly gets a look in

▶ My round is it?

▼ It's probably last orders at the bar. Oh shit let's hurry – first one there buys the beer!

▶ Right people, the enemy are here, get out there and kill them

ANDER CD

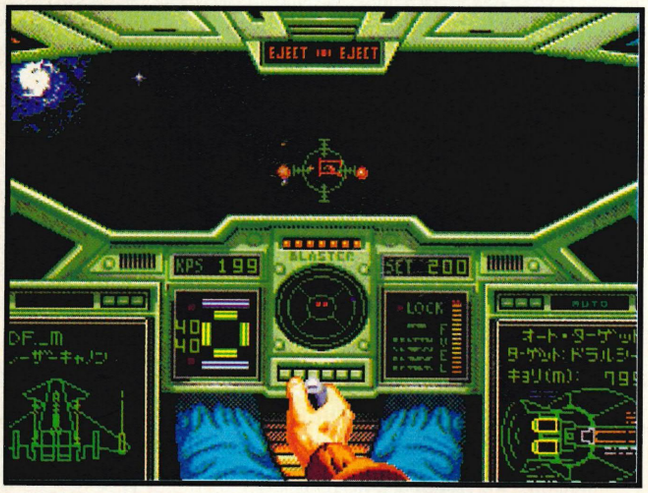
AND NOW IT'S ALLIE WEST

The root of all your problems stems from the Kilrathi, the alien race we mentioned earlier, so once you've joined up for a spot of space fighting these guys are a tough enemy, as anyone down in the local space pilots' bar can tell. This bar will be the first port of call on your long slog to becoming a Wing Commander because here you can chat with fellow pilots and hope to learn from their experience.

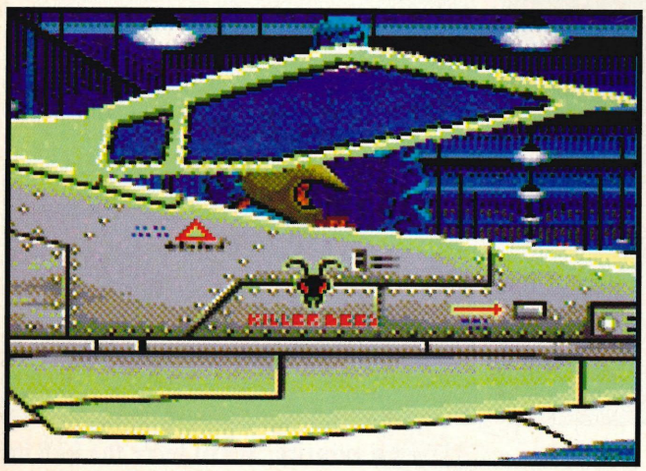
Once your little drinking session is over and done with the order is given to scramble and off you head into our first mission. The early missions on Wing Commander are simply scenarios which will enable you to become accustomed to the simplistic cockpit of the ship. In the first mission you have to navigate from the Tiger's Claw, the mothership, around three points and back to the safety of the ship.

The navigational side of things is rather easy – simply plot your course into the on-board ship's computer and activate the hyper-space drive. Sounds easy enough I know, but if anything gets in our way the ship will automatically drop from hyper-speed to normal cruising speed and this spells big trouble. In this section, more often that not you get to tangle with the enemy fighters – from the screen shots it should not be difficult to work out what from this takes. Hmm, crosshair, lasers and shield…let the battle commence

▼ Here they come, keep calm, take your time



▼ In you go John, the keys are already in there. When you've finished leave then under the doormat. Cheers!



◀ Good shot my man. Let's see if you can do a few more of those pretty damn quickly and then we can go home for a nice cold beer

▼ Phew! That was a close one. A little more attention is called for I think

CROSSHAIRS, LASERS, ACTION

The battles take the form of good blasting action and should appeal most players. The graphics of the alien ships are quite good, only appearing a little blocky when particularly close up. At no point does the game suffer from the slow-down which has affected the floppy versions of Wing Commander.

As the game progresses and we advance through the ranks the missions become more complex and difficult – from the relatively simple navigation missions you must now escort massive cargo ships and ensure their protection. Other missions include engaging the enemy in full scale battles. What is possibly the most appealing aspect of Wing Commander is the fact that every mission you take part in makes an overall commitment the bigger picture that makes up the war. Failure in one important mission can put the human war effort back years and subsequently you must slog on to make amends for your earlier failures.

THE SECOND OPINION

RICHIE ROO

Being a great fan of the Wing Commander series I was looking forward to playing this, but I was also expecting to be disappointed. Fortunately I wasn't! So far there is only one other similar game on the Mega Drive, ad that is the abysmal Warpspeed. Wing Commander on the other hand is an interesting and exciting game that just sucks you in and doesn't let go. With many differing missions and four ships to pilot this is one game that will take ages to complete. If you can't wait for Elite to come out then just pop down your local shop and pick up a copy of this in the meantime.

%RATINGS

PRESENTATION 73%
The alien ships and asteroid fields are good. The mothership is a blocky though

GRAPHICS 75%
Not bad. Although they appeared four years ago they still do the job

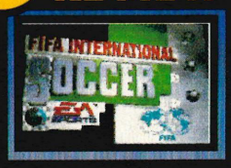
SOUND 70%
Nothing too hot, but sufficient for the purpose

SHORT TERM PLAY 76%
Early mission can be easily accessed and completed

LONG TERM PLAY 76%
Thanks to the 'save game' you will return to this

OVERALL 78
Perhaps a little too late but still not a bad effort

MEGA-CD REVIEW



BY: EA

EA SPORTS

CD-ROM

STYLE

SPORTS SIM

PRICE £39.99

PLAYERS 4

SKILL SETTINGS 1

RELEASE DATE
JUNE '94

Oh yes indeed football, football and a spot of soccer. World Cup, FIFA on CD...Enter THE JAG. Oh yes, thank you very much!

FIFA INTERN

So Electronic Arts is releasing FIFA on CD. Can this possibly be to make amends for the unleashing of Mario Andretti onto the unsuspecting Sports Network. Can it really do anything to this game that could actually be classed as an improvement? How about a new edition with league teams? That would go down a storm. Yes, get Celtic in there. Perhaps even Motherwell, but Chelsea! Who are they? A bunch of losers from West London per chance!

BOLIVIAN KEEPER WEARS STUPID CLOTHES

The school of thought (If indeed anyone is this place a capable of such an act) in our hallowed office is divided into two factions. On one half we have the FIFA lot and on the other the Sensible lads. Grown people arguing over which is the better game is beginning to get on my nerves –I have has enough of this nonsense.

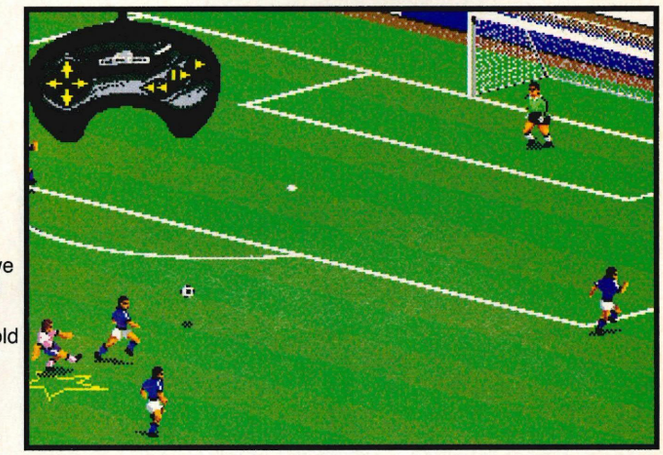
Both Sensible and FIFA are great games in their own way and we should be thankful that the Sega machines have been graced with their presence. Sensible has made the successful transition from cart to CD and not to be outdone EA has just released its ace in the pack...A CD edition of FIFA International Soccer, the new improved Championship edition.

WHERE ARE THE POLICE?

First things first – remember we are dealing with the Mega-CD and we all know what that means. Yes, I'm talking about the flashy intro, and FIFA Soccer is no different – why waste all that unused memory. I know it makes no difference at all to the game but even this cynical old reviewer has to admit the intro for this is pretty good. It is sort of a cross between goal of the season and the World Cup round-up with lots of players running around hugging each other, the Germans scoring goals, Argentineans rolling around the deck, Brazilians scoring goals, David Platt scoring against Belgium, but there is no sign of Scotland.

This is all accompanied by one of those ('thumping' is the term most commonly used I believe) musical scores. Considering the grainy quality of the FMV the Mega-CD can produce this FIFA intro looks pretty good. Watch a couple of times than skip over it. What other purpose do game intros hold?

▲ **Shot, goal, 1-0**



▲ **And let's have a look at that one again**

▲ **Yes please, a goal. We've scored**

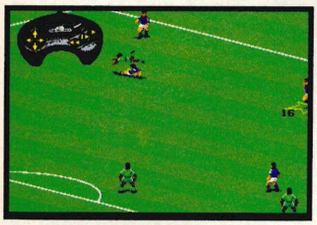
▲ **And it's another goal from the old vet**

▲ **Dangerous looking ball there mate**

▲ **Oh dear they missed, no penalties by the looks of things**

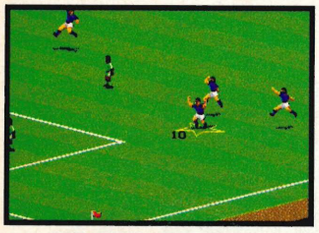
▲ **What a surprise, Brazil have the ball in the net**

ATIONAL SOCCER CD



▲ Yes mate, that's the grass – get used to it

▲ Never! The keeper had this shot covered easily



▲ What can I say about celebrating a goal?

ROY KEANE'S SHAVED OFF HIS GOATY

What about gameplay then? You can't have an intro without any gameplay. Well EA has improved things slightly in that area with the inclusion of tougher computer opponents and 16 new international teams. The player animation which was second to none has been tweaked slightly so the players appear more realistic than ever now.

EA has also included a secret game mode but I'll be daffied I if I know what they are talking about – despite playing for bloody ages I still can't fathom this out. No, don't laugh, I can't help it. Moving along swiftly though one of the big plus factor in FIFA's favour has to be the fact that costs only £39.99. That's cheaper than the cart by £5. Not bad at all I must say.

▲ That about wraps that one up

▲ I'm bound to win this easily

▼ What do you think? Yes, I'll hammer them

◀ Good decision ref, get those cards out

SOUNDS GOOD TO ME

If anyone reading this has played the original they will remember the superb crowd animation and sound. Well, EA has (once again) improved them and the crowd now wave the flags of the teams on the pitch. The best is yet to come however because all the jeering and chanting have been recorded in Dolby Stereo – throw this through your speakers and freak out the neighbours. Chances are they will call the rozzers, who, under the impression that you are having an illegal meeting of over eight people, will arrest you, utilising the new powers bestowed on them by the new Criminal Justice Bill. Life, what a lark, eh? No, but the new FIFA game does sound great.

▲ The winning formation per chance?

▶ Not a chance....it was well-wide

THE SECOND OPINION

RICH

Just when it seems you can't get away from football with the World Cup going on, yet another footie game comes along! FIFA is technically the best football game on the Mega Drive although it loses out on the playability side to Sensi. Graphically it is fantastic, and a lot of attention has been paid to detail, and it is also very realistic in the way it plays. Unfortunately sometimes it can feel like you aren't really in charge of the proceedings but otherwise this is a damn fine footie game that comes thoroughly recommended.

% RATINGS

PRESENTATION 85%
Very good, have a goosy at that great intro.

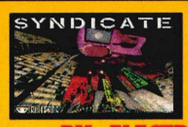
GRAPHICS 95%
Nothing more to be said about these graphics – what do you think?

SOUND 95%
Oh yes indeed. Sign me up for some of that

SHORT TERM PLAY 85%
If you are one of those who side with FIFA it's all here...straight away

LONG TERM PLAY 88%
Once again if you are one of the FIFA lot there will be no putting this down

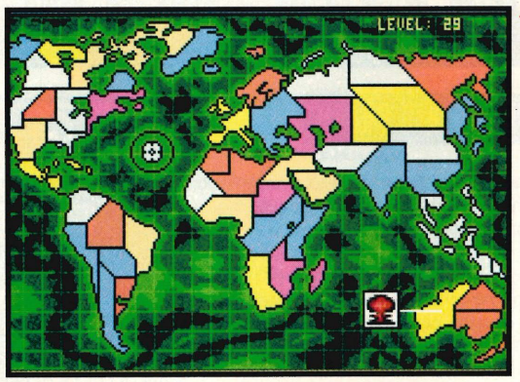
OVERALL 88
I prefer Sensi but this is still very good and thus it receives a very good



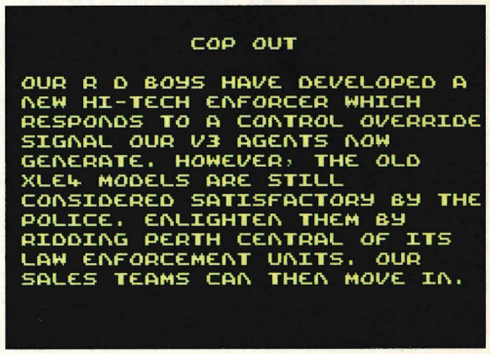
BY: ELECTRONIC ARTS

price: TBA
developers: BULLFROG
release date: OCTOBER

Syndicate, Bullfrog's smash hit computer program of 1993 and winner of several industry awards, is due for release for the Sega Mega Drive and SNES in October. Really? Hoorah! This is probably the best news I've heard all year, I can hardly wait. Sorry, what's that? Would I like to have a look at a preview copy for this month's issue of MegaTech, with the game fully intact and sporting only a few minimal bugs? Are you kidding me?



All the missions have been completely redesigned for the Mega Drive version, so even if you've got the PC game the Sega version will offer something new


COP OUT
OUR R D BOYS HAVE DEVELOPED A NEW HI-TECH ENFORCER WHICH RESPONDS TO A CONTROL OVERRIDE SIGNAL OUR V3 AGENTS NOW GENERATE. HOWEVER, THE OLD XLE4 MODELS ARE STILL CONSIDERED SATISFACTORY BY THE POLICE. ENLIGHTEN THEM BY RIDDING PERTH CENTRAL OF ITS LAW ENFORCEMENT UNITS. OUR SALES TEAMS CAN THEN MOVE IN.

Read your mission briefs carefully

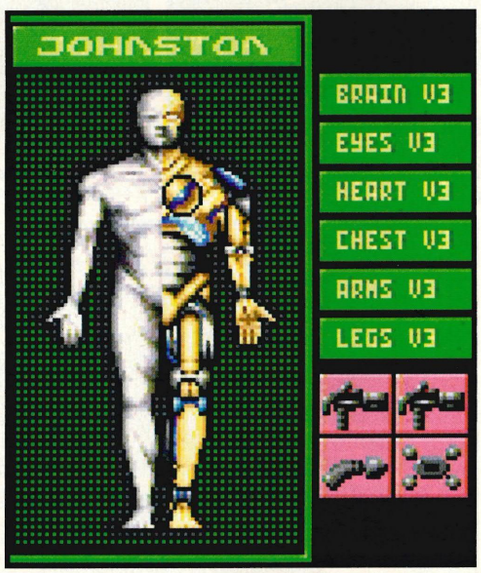
SYNDICATE

CORPORATION

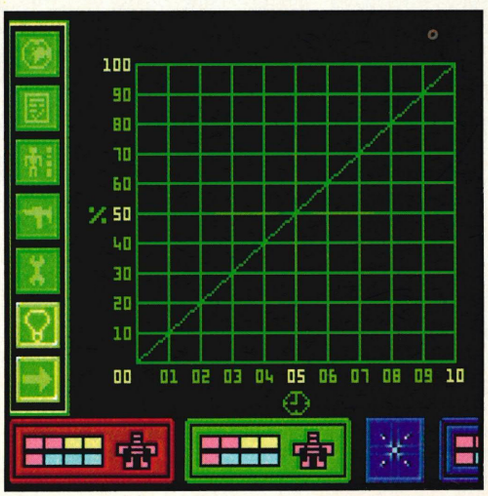
Last year Syndicate wooed both Amiga and PC audiences as one of THE best strategy-cum-simulation games of 1993. It ended up being one of the year's best sellers as well as winning some rather prestigious awards for itself, and the bods on our sister mag *PC Player* can't stop talking about it. That's why we almost wet ourselves with delight when we heard that Syndicate was finally to be released on the SNES and more importantly the Mega Drive this October. You see, Syndicate isn't just another boring campaign strategy thing, nor is it just your average top-down shoot'em-up with stupidly big weapons and very little gameplay. Syndicate is in fact a highly complex affair requiring precision, a clear head and plenty of tactical thinking.

The development team is Bullfrog who, you may remember, designed the highly acclaimed Populous I + II and PowerMonger for a multitude of different formats including the Mega Drive. Now, working under the Electronic Arts banner Bullfrog is hoping that Syndicate will fare as well as the previous 'god' games and will pave the way for another of its god-styled PC conversions Theme Park towards the beginning of next year.

War breaks loose at every turn



No sleeping on the job



Research and Development plays a big part in Syndicate with the chance to build exciting new weapons

MONOPOLY

In Syndicate you are playing god, like in Powermonger and Populous, but as a member of a giant corporation rather than as a divine individual. Your role sees you playing the part of a YUPPIE executive in a massive syndicate of the future which is one of eight giant companies currently ruling the Earth – the Monopolies and Mergers Commission would have field day about this! The continents of the world are divided up in to 50 segments, each of which is controlled by one of the eight syndicates (on the map screen you can see the colour coded segments, the white areas are your own). Your objective is to liberate all the other segments to your colour and ultimately gain complete control of the world, the only problem being that the other syndicates are trying to do exactly the same thing.

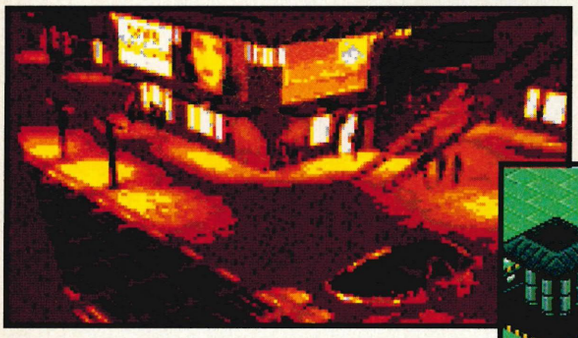
You don't fight your battles yourself (as every good 'god' or boss knows) – you get your minions to do the hands-on dirty work! So to do this you have a team of élite Cyborgs that are controlled by you from HQ, each armed with the latest in hi-tech weaponry. Well, actually that's not entirely true, because you start the game with the lowest of the low Cyborgs, and weapons which have about as much killing power as a mrshmallow. For the initial stages this isn't a problem but as the game progresses the weapons and stamina of your Cyborgs fails to match that of the enemy. Therefore you must invest in Research and Development.

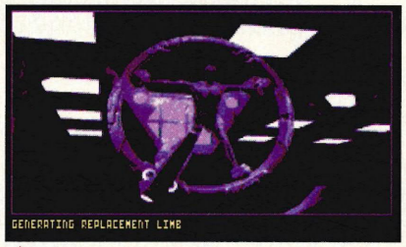
You can't just steam through the game shooting everything that moves – there are civilians to consider you know!

PUBLIC LIMITED COMPANY

Initially you are given the bare essentials with which to arm your team, such as a bog-standard pistol and shotgun. Your Cyborgs are also kitted out with the most basic components, but this can all change with a little bit of cash. There are 50 levels to complete and there is no way that you will even get past the fifth mission without upgrading your weapons or team so you must pay careful attention to research and development by investing money in the creation of new gadgets. However, you must be careful not to spend too much time on resources or R&D, otherwise you may find yourself with no money to buy the finished product with!

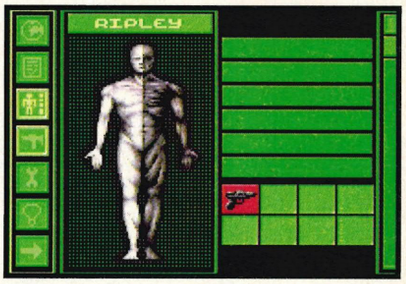
You are given mission briefings before starting any level so you can see if you are adequately prepared for the task ahead. If not then it's back in to refit. Your missions range from assassination to persuasion or rescue, but despite having the most advanced arsenal at your disposal you have to use your head as well.


◀ The intro is comprised of highly detailed Silicon Graphics-style sequences



▲ The colours are limited compared to the PC version but the overall effect is atmospheric

▼ As you progress through the game you can better your Cyborgs



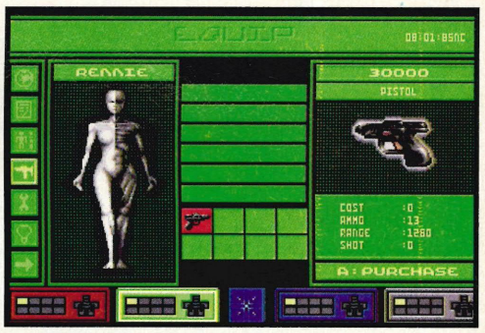
CONGLOMERATE

You can control you Cyborgs either as a team or individually, moving specific characters in to trouble spots without risking the whole group. Each team member can carry different weapons and special devices thus giving you a well-balanced team ready to cope with any circumstance that arises. You have guns, lasers, rocket-launchers and flame-throwers on the offensive side of things, as well as medi-packs, shields and Persuadatrons. You must be careful though, because your ammunition can run out if you are too trigger happy. When this happens you can either grab another weapon from your inventory or pick up weapons that might have been dropped by eliminated agents.

Some of the levels are stupidly huge and it would be very easy to get disoriented. It is also hard to keep a track of who you've killed and who still needs to be assassinated, therefore you have a display screen situated at the bottom of the main playing area showing a scaled-down version of the level with targets and buildings highlighted. Your mission objectives are shown as red dots, while passive mission targets such as hostages are shown as white marks. Depending on your location to the mission objective, a beam pulses across the map to indicate which direction you should be heading in.

Syndicate is currently on schedule and shouldn't slip from its October release date. It isn't 100 per cent complete yet, but has only a few bugs and glitches to be ironed out. Graphically it's finished and it looks rather super, with plenty of detail having been retained in the conversion. Perhaps the only gripe we have about this preview version is that when you enter a building you can't see your characters inside the structure, instead you are presented with a small arrow which shows the team's location. We are hoping that something will be done to remedy this feature as it may scar what is otherwise an outstanding game.

◀ Play in a team or with individual characters



▲ All commands in the menu screens are made using basic icons

▲ Congratualtions and celebrations...

It's the most talked about arcade game of the moment, generating more fuss and frivolity among the gamesplaying public and specialist press than we've seen since Virtua Racing originally surfaced early last year. It is of the same ilk as Virtua, yet it makes both the 3D stunner and the similarly amazing Ridge Racer from Namco look like Spectrum games in comparison. We are of course talking about Sega's latest racing extravaganza, Daytona USA, and when we tell you that it looks bloody amazing you had better believe it.

THE BEST THING SLICED BREAD

▲ As with all good racing games, the cars flip and crash in spectacular fashion

▲ Here you are racing in front of the car, with no steering wheel and no bonnet

Sega has managed to produce some incredibly state-of-the-art arcade games over the years, paving the way for other developers to imitate the trends and standards set by the Japanese giant. When it comes to innovation, Sega knows the true meaning of the word by succeeding to astound the gamesplaying public time and time again.

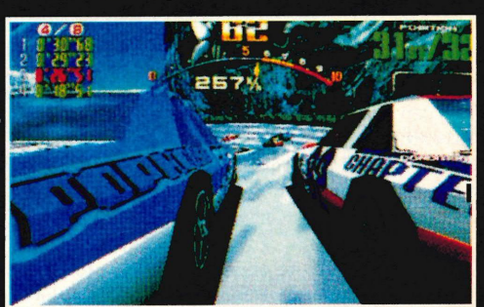
Of late, Sega has been experimenting with multi-player games such as Super Monaco GP, Road Rally and Virtua Formula attempting to cram as much excitement and realism in to a simulation as humanly (or artificially) possible. Not satisfied with simply unveiling multi-player games on to the market however, Sega also shocked the industry with the thrilling R360 cabinet which spins the player a full 360 degrees in all directions while playing G-Loc.

Then came Virtua Fighters, a revolutionary one-on-one fighting game boasting the most realistic polygon graphics ever seen – a game which in its own rights is setting the standards for future beat'em-ups both in the arcades and in the home.

Next in this impressive and rather lengthy line-up comes Daytona USA, probably THE best example of 3D graphics and smooth texture-mapping yet. The sheer clarity of the graphics and realism of movement manages to create an astonishingly real atmosphere.

But it's not just Sega that is dictating the progression of future arcade machines, fellow Japanese giant Namco is having a good go at setting the pace as well – have you seen Galaxian 3 yet? It really is a sight for sore eyes with a video screen on a par with that found in a cinema and full eight-player interaction, thus taking multi-player arcade games to dizzier heights.More relevant however is the stunning Ridge Racer which like Virtua Racing and Daytona USA boasts phenomenally outstanding graphics and staggering speed. Until recently I didn't believe you could surpass the programming excellence of Ridge Racer, until that is I saw Daytona USA up and running in London's Trocadero.

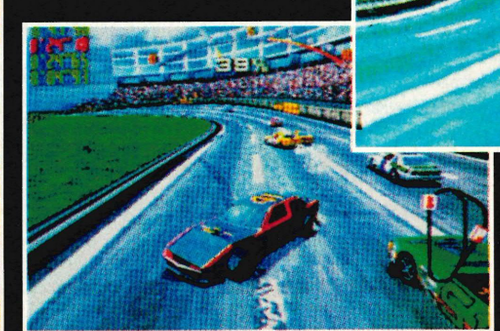
▲ The texture-mapping on the cars adds to the realism of the images on screen

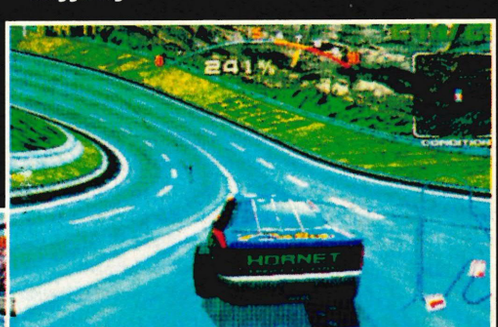


▲ The action is intense and the competitive factor is staggering

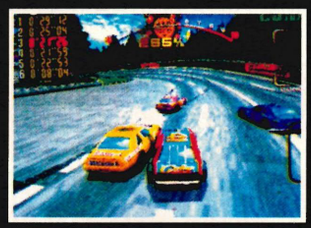
The background graphics are so clear that it is hard to believe that these are computer generated images

▼ The cars spin out and flip when involved in collisions, but you will need to have a really nasty collision for the car to explode





▲ Most people prefer to race while viewing the game from a chase perspective, enabling you to see your car fully and a good proportion of the track stretching off in front



G SINCE

Screeching off into the wild blue yonder

A DAY IN THE LIFE

Daytona USA is an Indycar-style racing game that is primarily for one player, but incorporates a feature for up to eight players to compete in a versus mode. It thrusts the player in to the high-speed world of Indycar racing as you rocket at 300 kph around one of three challenging racetracks.

The game is intensely challenging even on the Beginner mode where you have a generous eight laps in which to work your way through the 40-strong field. On the Expert level on the other hand you only have two laps to beat 20 other cars included in the race.

There are time trial features included in the gameplay as well as the eight-player multi link-up, while the kamikaze drivers among you could always have a go at racing round the track in reverse, dodging oncoming cars for that extra thrill!

THE SKY'S THE LIMIT

All the mechanics aside, it is the graphical quality that grabs you by the short and curlies and initially captivates you. The cars are so beautifully drawn and detailed that it is quite unbelievable to comprehend that these are only computer-generated images – you could almost believe that you were watching a chase movie as seen in those dodgy Cinema 180s that you find at places like Alton Towers!

The background graphics also appear to be very real, whizzing past with immense speed and fluidity. Aside from the main bulk of the background colour and detailing such as skid marks and so on, it is the little things like flags fluttering in the distance, reflections on the car windows and the shimmering of the tunnel lights that perfect the feeling of realism.

The cars and backgrounds are created using polygons as seen in Virtua Racing, but the major difference here is the quality of the texture-mapping which has been laid on top of the basic polygon images, and the use of light-sourcing. The texture-mapped images such as the reflections and the logos emblazoned down the side of the cars can be manipulated and moved at high speeds without glitching or slowdown thanks to some fancy in-built hardware.

But it's not just the visuals that succeed in impressing the pants off anyone who watches this game. The gameplay is outstandingly realistic, or at least as close as the average bod will get to racing at 300 kph around a winding track!

Like Virtua, Daytona USA offers mechanical realism in the movement and juddering of the steering-wheel and cabinet. To enhance the sensation of real driving you can actually experience tyre drifting, weight pressures on the wheel and kickback. The only thing that is missing is the wind rushing through your hair.

Thanks to the clarity of the background graphics a real sense of speed is also achieved. The fine skid marks on the track weave by at a colossal rate while intricate pebble-dashing detail on the tarmac itself adds to the illusion of speed.

The car handles extremely well, reacting drastically to the slightest tug of the wheel. Being a driver myself, I recognised small features that have been included to heighten the game's realism factor. For instance, when you pass another car at a considerably high speed, you can feel the drag and pull on the steering-wheel as you accelerate out of the other car's slipstream.

TEAM YANKIE

We have come to expect the unexpected in arcade games these days, what with the standard of technology forever improving, but what of the home versions of similar games? If Sega's outstanding Virtua Racing conversion is anything to go by then the incarnation of Daytona, scheduled to be released on the forthcoming Saturn platform, will be a real sight to behold.

It was said that a game of Virtua's calibre would never make it on to a home console format...oh really?! How wrong could the cynics be? That's why when we hear reports of Daytona USA looking phenomenal on the Saturn it is extremely easy to believe.

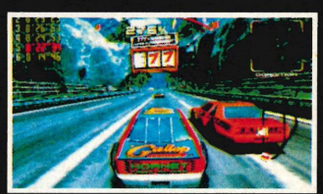
As you know, the Saturn will boast 32-bit hardware, thanks to the collaboration with Hitachi and the consequent use of its revolutionary SH2 chips. With this the Saturn will be capable of generating high-resolution graphics and hundreds of polygons at incredible speeds. It will also have in-built texture-mapping hardware thus enabling the machine to generate a similar style of smooth shading and detail as seen in the arcade version.

So whereas Virtua on the Mega Drive was merely a breathtaking conversion which pushed the machine to its limits, thanks to a new chip, the Saturn version of Daytona USA will BE Daytona USA, or as near as dammit. The Saturn will be able to reproduce the speed, the graphics and the texture-mapping with amazing clarity and without the inclusion of more chips and upgrades like Virtua Racing.

Of course, all this wishful thinking and jumping to hasty conclusions are just that until we have a look at something more concrete on the Saturn version. We have already seen preliminary demos running at the CES shows earlier this year in Las Vegas and Chicago, and while the similarities to the arcade version were staggering, you could not really get a real feel for how the end product may or may not look. But we can dream, and I am one of life's optimists!

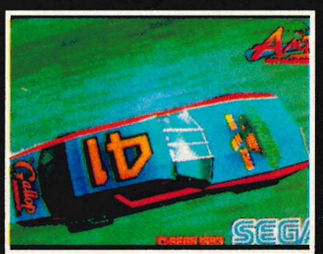
You could almost believe you were there

You can opt for either manual or automatic transmission



The scenery is spectacular and if you can manage to take your eyes of the road you will never get tired of the variety

Even from this static screen shot you can sense the feeling of speed from the marks on the track itself



TECHNIQUE ZONE

STREETS

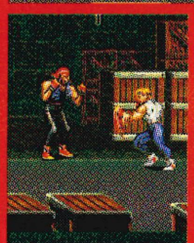
If you like your action hard and fast then Streets Of Rage III is the game for you. With more opponents than you can shake a stick at and an equal amount of weapons and moves to use, this is a beat'em-up fan's ultimate dream and one of the best games on the Mega Drive at the moment. The game starts off with four characters and a fifth can be picked up along the way. Each one has their own plus and minus points, but if you want to know how to handle them all under any circumstances then read on...

AXEL

Axel is by far the best of the bunch. He may be a bit slow but he is fairly strong and agile.

▲ After killing a certain amount of bad guys a star will appear underneath your energy bar. Pressing forwards twice and then B will now produce a different, more powerful uppercut. Get two stars under the name and Axel can then do this devastating spinning punch.

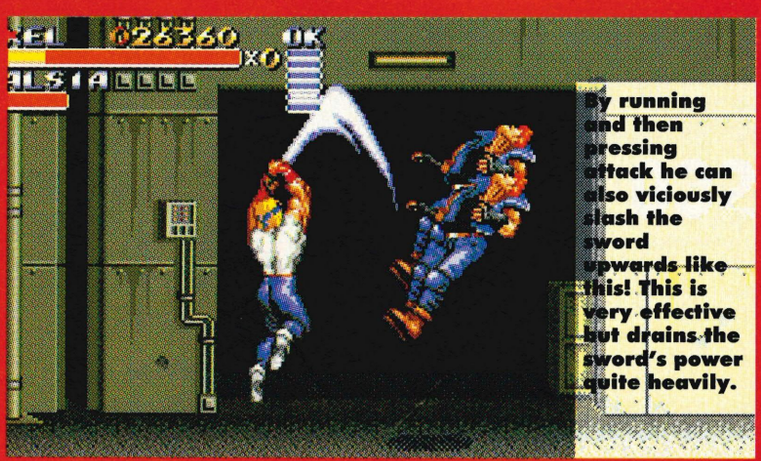
▼ Press forwards twice quickly to get Axel to run. Press B and he will perform a staggering uppercut. This means that if there is nothing going on you can just run along the level until you meet a bunch of attackers and just steam in there with a flaming punch! Most of the time this knocks them all over, even on the hardest difficulty level.



◀ Pressing the special move button while pushing forwards causes Axel to throw a flurry of powerful punches. Always make sure you only do this when the special meter is full so that he doesn't lose any energy.

▲ Simply pressing A causes Axel to do this move which looks great but isn't really that hot. Only do this in emergency situations.

▲ All the characters can use the weapons but did you know the weapons have special properties as well? When Axel has the Katana, press A and he will release a staggering energy bolt.

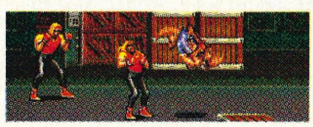


By running and then pressing attack he can also viciously slash the sword upwards like this! This is very effective but drains the sword's power quite heavily.

ROO

Roo is a circus kangaroo who joins the line-up after the second level. He may not be human but don't hold that against him as he can hold his own along with the best of them.

▲ If you use all your credits and start again you will be able to choose him from the character select screen, but if at any point you reset the Mega Drive you won't be able to select him.



▲ Pressing the special button makes Roo spin his tail in the face of any opponents. Again, only use this as a last resort as using it too much can hurt the poor guy.

▼ When you have to fight him and his master, concentrate on killing his master and Roo will then join your side! If you have to start a new credit you will be able to choose him.

▲ Press forwards twice and then B to get Roo to do this painful-looking move. Unfortunately he is the only character whose moves do not improve during the game and he can't use weapons either. Mind you, he makes up for it with his awesome speed and strength.

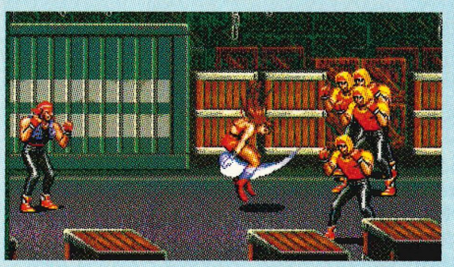
◀ This is his best move and causes serious damage to multiple opponents. Press forwards and A to pull it off, but use it sparingly. Usually Roo's best tactic is to get in there and dish the punches out instead.

TECHNIQUE ZONE

S OF RAGE III

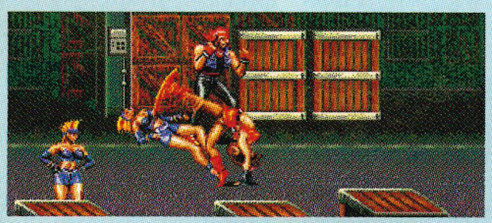
BLAZE

Blaze may be fast and agile but she isn't very strong. Expert players will find the game plain sailing with her. With a wide range of grapples and throws Blaze is a force to be reckoned with.



Run forwards and attack ▲ to make Blaze spin in mid-air and finish off with a powerful downwards punch.

▶ Repeat this move when she has a knife in her hand and she will jump upwards, blade first, slicing anything in her way into small pieces.



◀ Press A on its own to make Blaze somersault on the spot, taking out everyone around her.

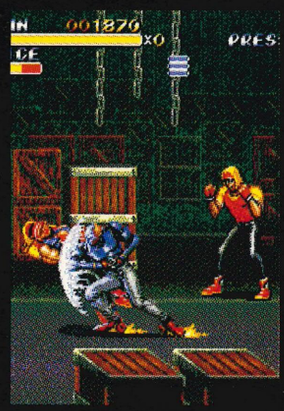
▶ Walk towards an opponent and press A to frazzle them with a blinding fireball.

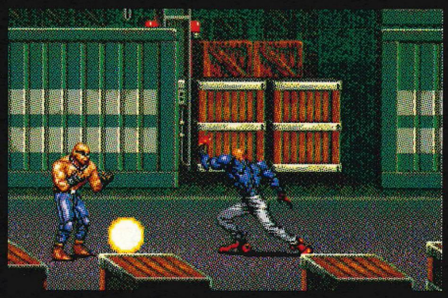
DR ZAN

Zan is actually half man and half robot, making him the strongest of the bunch. With extending arms and metal muscles he is literally a hard bloke!

◀ Jump in the middle of lots of bad guys and electrocute them all with this move.

◀ Zan can also electrocute people at a long range. This is his best move but can drain his energy if used too often.





▲ His dashing attack stays the same but increases in power after killing lots of enemies. When fully powered he zigzigs back and forth behind his power shield. Try to build this move up and use it as often as possible.

▲ For some reason Zan can't use weapons as they are meant to be used. Instead he turns them into balls of energy which he then throws by doing any special move.

SKATE

Skate is Adam's little brother, who is a character from the first game that turns up later on in the game. With roller blades and boxing gloves he is the speediest of the bunch but isn't very strong.

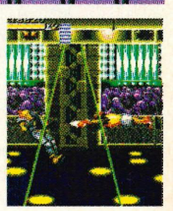
▲ Push forwards and press the special moves to make Skate skate forwards, dishing out multiple punches.

◀ He likes breakdancing as you can see here, but this move tends to hurt Skate more than it hurts the enemies! Try to avoid this move unless absolutely necessary.

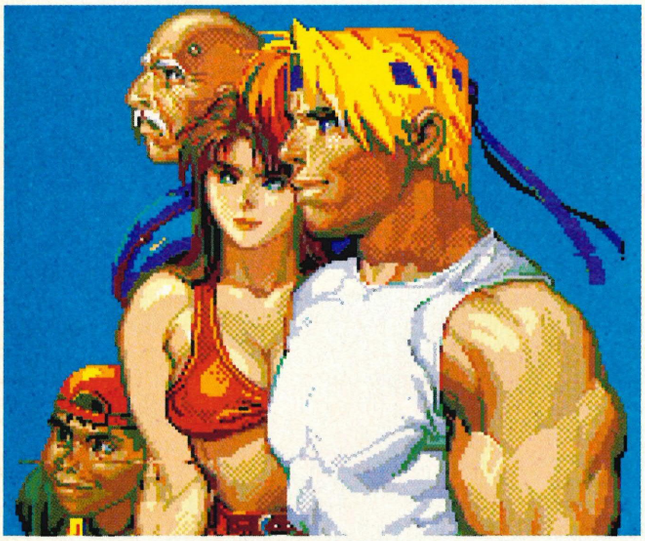
▶ Skate is the most versatile character with the weapons. When he has a baseball bat, instead of hitting people over the head with it he can place it on the ground and spin around it. Do this by pushing forwards and A.

▼ Skate has three different rushing attacks, like the others, which all depend on how many people he has beaten. The more stars he has against his name, the stronger and more effective the move is. Unfortunately if he dies then his stars will be lost and he will go back to the bog-standard moves.

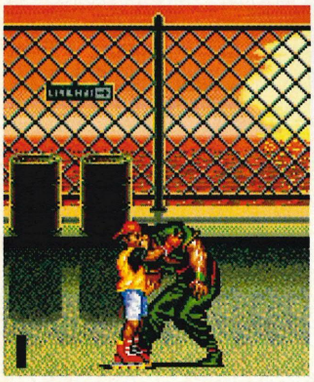
▶ With a knife in his hand, do a dashing attack and stand in awe as he ploughs through his opponents. This does little damage to the knife so can be done many times! The downer is that there aren't many knives like this in the game.



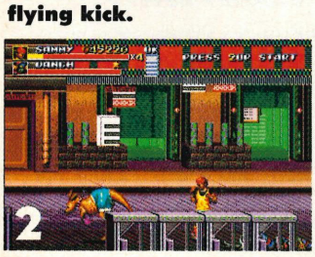
TECHNIQUE ZONE



Now you know how to get the best out of all your characters with their fabulous special moves, a bit of help getting though the tougher bits of the game might be in order.

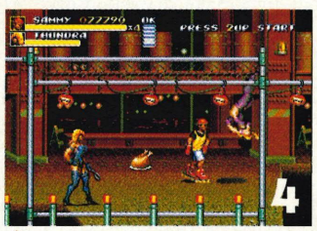


▲ The first level is pretty simple with you basically kicking everyone in that you meet – even on the hardest level this is a walk-over. Shiva is the end-of-level guardian. A good way to beat him is to walk into him diagonally which should make you grab him before he gets hold of you. Knee or punch him until he falls down and then back off as he recovers with a fast flying kick.



▲ Get Roo on your side by defeating Danch, his evil guardian. Try to get as close to him as possible because he has a whip which can reach for miles.

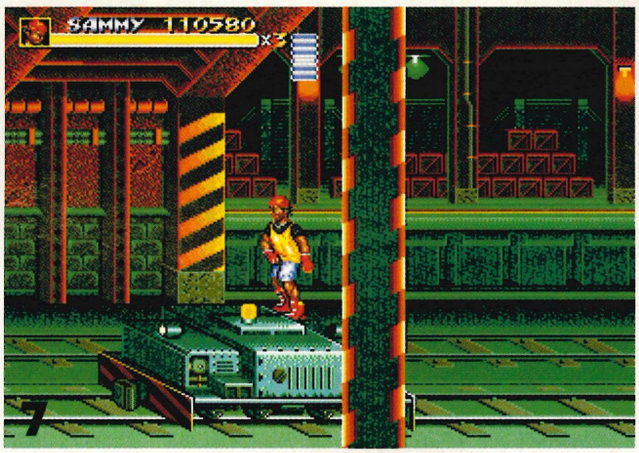
▲ Soon you will be challenged by two sisters who tend to jump around a lot. Look at their shadows and work out where they will land. Stand next to the landing spot and keep punching so that they fly right into your fists. It's easy when you know how!



▲ There are lots of holes in the ground at the construction site. Instead of beating up the bad guys just throw them down the holes to their death.

▲ Eventually you will be chased by a bulldozer. To get past here you have to break the walls with your bare hands. Just keep on hitting them and when the 'dozer gets close, jump up and kick it away again.

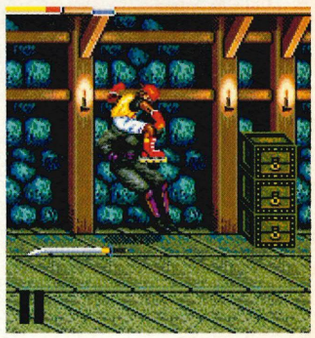
▲ Break is a robotic version of Axel, with all of his moves to boot. He isn't hard to beat on easy level but on hard he is a right git. The diagonal approach is best, allowing you to grab him easily. As you grab him, throw him straightaway or he will recover and hit you with a special punch.



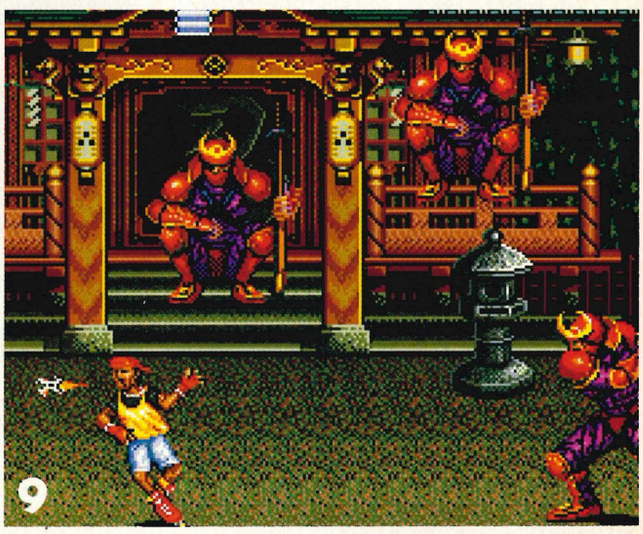
▲ The underground is full of ninjas that are easy to defeat, but there are these nasty carts as well. There are two tracks and when one of them starts to vibrate immediately move to the other one to avoid being squashed.

▲ The second part of the underground stage only has one track. When this vibrates jump into one of the alcoves. Unfortunately you won't be able to attack anyone when in there, but you won't get hit either.

▲ Level five is set over a series of rooms, each of which contains lots of different people to beat. Look closely at the floor in the picture and you will notice that part of it is coloured slightly differently. Attack this area with the sword and a hole will open, leading to a short cut.



▲ In the short cut there are lots of bonuses and a couple of ninjas.

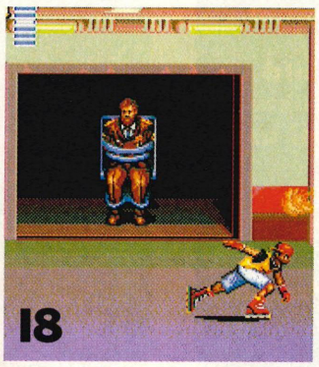


▲ After coming out of the tunnel three large red ninjas will appear...these guys are hard! Use dashing attacks where possible, or special moves if your meter is fully charged. When they throw shurikens kick them away.

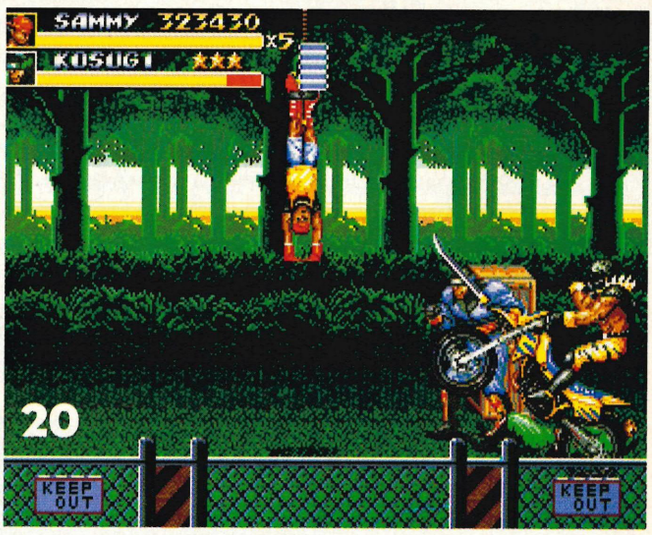
TECHNIQUE ZONE

▲ Go up the stairs at the end of the series of rooms and into the lift. Here an onslaught of hundreds of enemies storm onto the screen with fists flying. Dashing attacks are best used here, especially if you have some stars under your name. Otherwise look out for the weapons and use them as best as your character can.

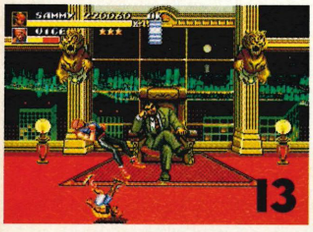
▲ After beating the robot you will enter a three-storey building. At the left-hand side of each floor is the lift. Hit the desired button to move up or down.



▲ When the timer reaches zero, poison gas will pour out of the air vents killing all of the enemies and gradually hurting you and the general. When you have blown all the computers, go to the second floor and talk to the general to finish the level.



▲ The final level is in the jungle. Take out the motorbike riders with jumping kicks and avoid the rope traps. There aren't too many enemies here and this stage shouldn't really be much of a problem.



▲ At the top of the lift is Mr X, sitting in his chair. He will wave some guys on, but these are weak and easy to fight.

▲ On each floor there are a couple of enemies – beat them and three doors will open. Keep an eye on the timer that is counting down.

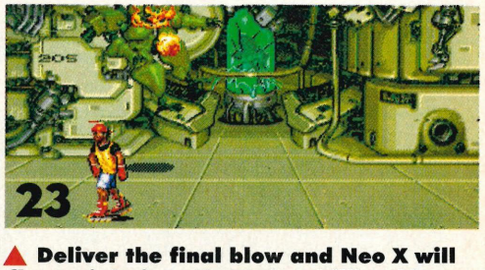
▲ Outside on the rooftop is Jet, a psycho flying on a jet pack. He swoops down occasionally but he is easily sorted out with some well-timed jumping kicks.

▲ Dr Zero will now attack with his amazing contraption. The conveyor belt carries you upwards into a laser beam so constantly move downwards, away from it. When the grabbing hand looks like it is about to swoop, just walk backwards and then jump-kick it as it comes down.

▲ Surprise! It wasn't Mr X after all, but a fiendish robot replacement. Stay close to this guy and don't let him fire his guided missiles. Don't try to grab him or he will electrocute you. Stay at arm's length and just rain down the punches until he keels over dead.

▲ In one of the rooms on each of the floors is a computer. Destroy it and the defences guarding the general will weaken.

▲ It comes as a shock that the real Mr X is actually now just a brain kept in a jar in a lab! Neo X is the final guardian, in the shape of a giant robot. If you have lots of lives left then don't worry, just storm in there with special moves aplenty because this guy is hard! He moves around the screen in a circle so the best tactic is to anticipate where he will be and then stand there and let him walk right into your fists.



▲ Deliver the final blow and Neo X will fly straight into Mr X's jar, killing him instantly.

TECHNIQUE ZONE

It's that special time which comes every month where I put on my special sleuthing hat and trousers and sneak around in a desperate bid to find the latest hot cheats or, failing that, some food that I can jam down my throat. As well as the tips on these hallowed pages I also managed to scrape together half a packet or Worcester sauce Wheat Crunchies, a slightly hairy fruit pastille and some very dubious things that look like chocolate drops but I'm not quite sure.

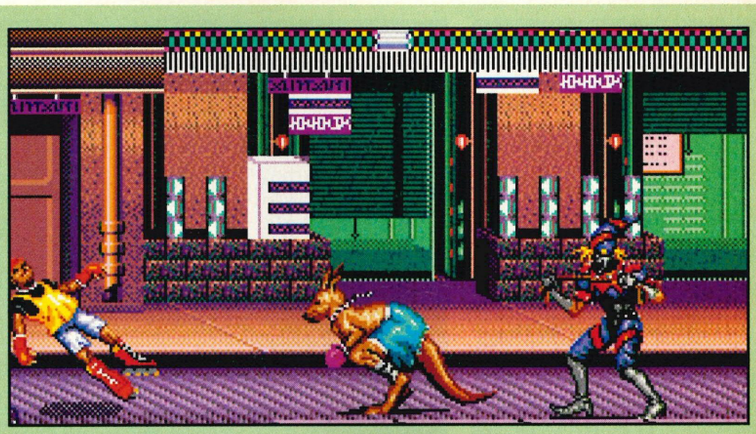
NBA JAM

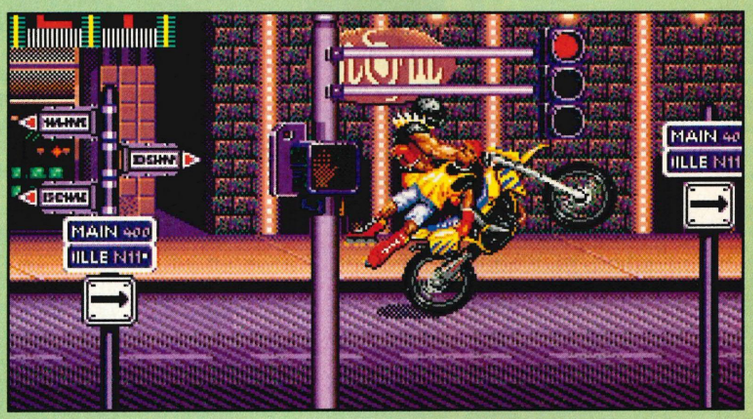
Basketball games don't get any stranger than this strange little gem. When the screen showing tonight's line-up appears enter any of the following cheats:-

SUPER JUICE MODE
Press any button 13 times then press and hold C and B
INFINITE FIRE
Press and button seven times then hold Up, B, and C
IMPROVED DEFENCE
Press any button five times
DUNKS
Press any button 13 times whilst rotating the D-pad
TURBO
Press any button six times and then hold A, B, and C

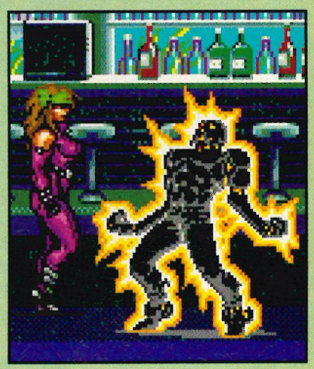
KOEI'S FLYING SQUADRON

Here at MegaTech we like playing weird, old games (which explains what goes on at some of our parties) and they don't get any weirder or older than this offering. To play a special hidden game go to the options screen and press Left, Left, Right, Right, Up, Down, Up, Down, Up, Right, Down, Left, Up and then Start.





STREETS OF RAGE 3



Haven't you finished this game yet? Wasn't my fabulous guide enough to help you complete it? No? Well, **then, get a load** of this corking pair of tippettes then.

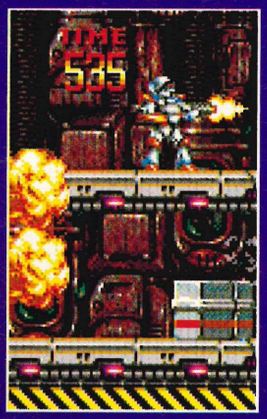
If you want a level select go to the screen where you can choose either to start the game or go to the options screen. Press and hold the B button and then press Up until 'Option' is highlighted. Still holding B and Up press the Start button. With a bit of luck you will hear a noise and a new option will appear on the menu giving you a stage select.

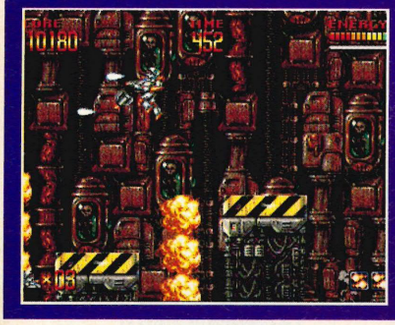
Still not happy? Well, why not try playing as a secret character, and I'm not talking about that infernal kangaroo either. You know Shiva, the first end of level boss? Defeat him and as soon as he dies press and hold the B button. Keep holding it down until the start of the next stage. Now when you die you should be able to choose Shiva as well as the other characters.

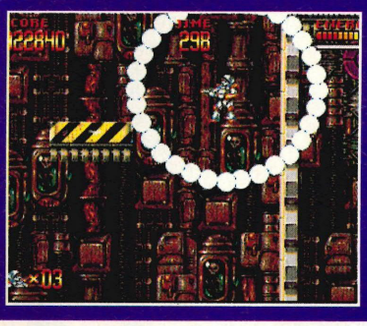
TECHNIQUE ZONE

MEGA TURRICAN

This is a difficult game and even the cheats are hard to do. Rumour has it that there is a hidden stage somewhere in this game and we know where it is! To get there is very tricky and takes a great deal of skill. First of all you must collect every diamond on the first stage which is a hard task in itself. Then you must make sure that the last two digits of your score both stay as 00. What this means is that you can't shoot any enemies or these two digits will change. Get to the elevator where all the aliens come flying towards you out of the background. Just avoid them, and don't kill them. Now run right and you will be able to go into the special stage that is jammed chock-a-block with extra lives, diamonds and power-ups. Collect them all and finish the stage for a massive bonus.

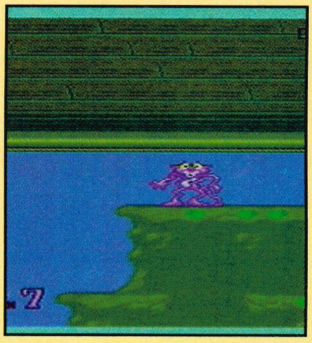


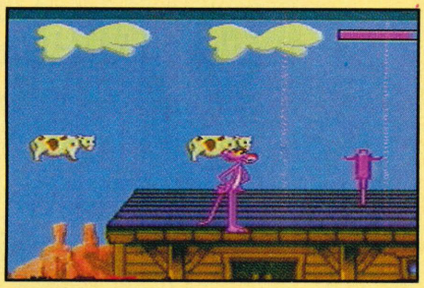




PINK GOES TO HOLLYWOOD

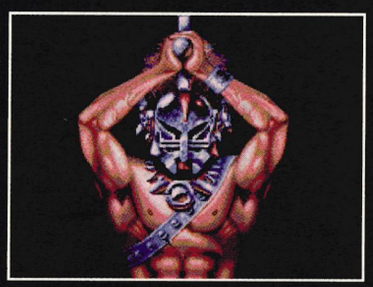
What a god-damned awful game this is. Right from the start I hated it even more than I hated Crazy Legs Crane in the cartoon. So some sorry so-and-so went and bought this for you as a present or something did they? What top friends they must be – a rancid turd in a box would be more fun than this. In case you can't tell, I don't like this particular platformer, but I'm sure there is at least one person who does, and if they are stuck then the following information will prove invaluable to them. Turn the game on and hold A and C on the first joypad, and B on the second joypad. In an incredible feat of dexterity start the game and then pause it as normal, still holding the buttons down. Now press C on joypad one to call up a level select, A to get full health or B to become invincible. Now I'll never have to play this infernal game ever again!

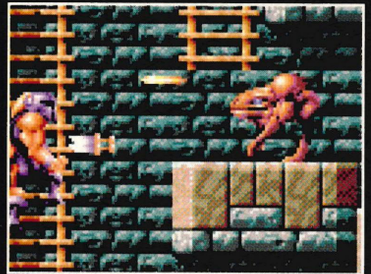




GODS

Sega didn't want to release this challenging title, and then Accolade went and did it for the company! Let's face it, this is one tough cookie – even I had problems with it, so it must be hard. If you want to make things a bit fairer then why not start off with more lives than usual? Simply enter the password:
MESIENTOTANFELIZ





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GAME INDEX

Welcome to the MegaTech Game Index, the ultimate buyers' guide for Mega Drive and Mega-CD games. We've trimmed off most of the fatty games, leaving just the leanest examples to give you a balanced gaming diet. So don't get fat, get fit!

By the way, the high scores will be back in a different guise and the entry form is directly below. See it? Good...

NAME:

ADDRESS:

GAME:

DIFFICULTY SETTING:

LEVEL:

SCORE:

GAME:

DIFFICULTY SETTING:

LEVEL:

SCORE:

MEGA-CD GAMES

Disc games, official and unofficial are revealed here.

BATMAN RETURNS

BY SEGA
PRICE: £44.99
REVIEWED: MT 19

The stars of the show in this game are the amazing 3D driving/shoot'em-up sections in which the Mega-CD's hardware is used to great effect as you blast The Penguin's henchmen from their vehicles. Plus you get the (largely unchanged) old cartridge platform Batgame too. Excellent!

MT RATING: 94%

BATTLECORPS

BY: CORE DESIGN
PRICE: £39.99
REVIEWED: MT32

You control a walking robot defending three moons from ruthless invaders. Great overall presentation and exciting gameplay make this one of the toughest games yet.

MT RATING: 90%

CHUCK ROCK II: SON OF CHUCK

BY: CORE
PRICE: £44.99
REVIEWED: MT 26

Chuck Rock junior was at a bit of a loss when his dad got kidnapped, so he sets out with a club as big as he is in this above average CD platform romp. The intro is brilliant and so is the in-game animation. There are quite a lot of brain-taxing puzzles as well.

MT RATING: 86%

DOUBLE SWITCH

BY: SEGA
PRICE: £44.99
REVIEWED: MT 27

Protect teenagers from the invading gangsters by setting off traps at the right time. Some of the traps are funny, but it soon gets repetitive. Stars Corey Haims and Deborah Harry.

MT RATING: 74%

DRACULA UNLEASHED

BY: VIACOM
PRICE: £44.99
REVIEWED: MT 27

Interactive adventure with lots of FMV, set after the events portrayed in Bram Stoker's classic masterpiece. It's just a shame that there isn't really much going on to hold your interest for long.

MT RATING: 62%

DRAGON'S LAIR

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree, but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them! Decent graphics make this better than Mad Dog.

MT RATING: 85%

DUNE

BY VIRGIN
PRICE: £39.99
REVIEWED: MT 23

Graphic adventure with impressive talking characters and smart 3D flying sequences. Although there's nothing really taxing in terms of strategic scenarios or game plans, it's a playable interpretation of the David Lynch film.

MT RATING: 73%

ECCO CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 21

CD re-tune of the underwater puzzling classic. The cartridge game plus an FMV intro, seven extra levels set in a sunken galleon, and improved sound FX thanks to Sega's Q-Surround sound system. If you haven't got the cart version, definitely get this.

MT RATING: 92%

FINAL FIGHT CD

BY SEGA
PRICE: £44.99
REVIEWED: MT 17

The famous one or two-player scrolling beat'em-up gives you all the fun of the arcade game on CD – all the levels, all the characters, all the bonus rounds...and a new time-attack mini-game too! What more do you want?!

MT RATING: 94%

GROUND ZERO TEXAS

BY: SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 26

Similar to Mad Dog McCree but set in the future instead of the Wild West. Aliens have invaded and disguised themselves as humans, so you must work out who the bad guys are and shoot them!

MT RATING: 85%

HOOK

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

The top-grossing film of 1991 turned into a platform game, in which Peter Pan has to fight, leap and fly his way past Hook's men. Nice graphics and plays quite well too.

MT RATING: 80%

JAGUAR XJ220

BY SEGA
PRICE: £39.99
REVIEWED: MT 16

Similar in style to EA's Lotus Turbo Challenge, this allows you to race Jaguar's super-car in tournaments or against a friend in split-screen head-to-head style. Also features a track construction option and smart music.

MT RATING: 87%

JURASSIC PARK CD

BY: SEGA
PRICE: £39.95
REVIEWED: MT 26

Once again the computer game hype machine went into overload, building up all expectations for this average adventure game. Initially the bad presentation is off-putting, but the game itself is quite involved.

MT RATING: 79%

KRIS KROSS: MAKE MY VIDEO

BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16

Acting as a 'VJ', your aim is to splice together three constantly-running tracks of FMV to fit each of the three Kriss Kross songs and satisfy the whims of each caller to the Make My Video Show. Different and fun (for a while).

MT RATING: 80%

LETHAL ENFORCERS

BY KONAMI
PRICE: £74.99 (WITH ONE GUN)
REVIEWED: MT 22

Operation Wolf-style into-the-screen shoot'em-up, converted from the arcade game. Good fun, especially in two-player mode if

you're both tooled-up with the special Konami plastic hand guns.
MT RATING: 80%

LUNAR THE SILVER STAR
BY: WORKING DESIGNS
PRICE: £39.95
REVIEWED: MT 27
This is by far one of the best CD games. It is a massive RPG with some fancy intermission sequences. One of the largest games ever.
MT RATING: 82%

MAD DOG McCREE
BY: AMERICAN LASER GAMES
PRICE: £44.99
REVIEWED: MT 26
Half-decent arcade conversion with loads of FMV, that puts you in the boots of a cowboy who is the only hope against Mad Dog McCree. Use a joypad or Menacer to blast your way through the various scenes.
MT RATING 61%

MICROCOSM
BY PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 25
'Fantastic Voyage'-style journey through an ailing president's body. Basically an into-the-screen shoot'em-up which is enjoyable but just not long-lasting enough.
MT RATING: 60%

MORTAL KOMBAT
BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT31
The gory game finally made its appearance on the Mega-CD, but the wait wasn't worth it. It's basically the same as the cart version with a crappy intro and long pauses between levels and sometimes during the fight itself. The cart version is better and that wasn't particularly good anyway.
MT RATING: 69%

MY PAINT
BY: SADDLEBACK GRAPHICS
PRICE: £39.99
REVIEWED: MT32
Ho ho! This is great if you like watching grass grow or paint drying. Otherwise avoid like the plague.
MT RATING: 2%

MYSTERY MANSION
BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Another grainy FMV title and like the rest it seriously lacks in the gameplay stakes. Lots of sampled speech, pleasant graphics but is way too easy to complete.
MT RATING: 65%

NHLPA HOCKEY '94 CD
BY: EA
PRICE: £39.99
REVIEWED: MT 27
Take one of the best sports games in ages, jazz it up a bit for CD owners, release it at a price cheaper than the original cartridge and you will have this.
MT RATING: 91%

NIGHT TRAP
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 17
The game that caused all the tabloid controversy is basically an hour and a half of fairly entertaining FMV footage. More B-movie shock than serious shock, with gameplay that mostly relies on trial and error.
MT RATING: 79%

PRINCE OF PERSIA
BY SEGA
PRICE: £44.99
REVIEWED: MT 10
Evil henchmen and evil traps are everywhere in this 12-level platform game in which you have to run, leap and swordfight on your way to releasing the luvly Princess of Persia. The brilliantly animated characters and cunning traps will grip you right from the start, but fine control and in-depth route-learning are required.
MT RATING: 70%

PRIZE FIGHTER
BY: DIGITAL PICTURES
PRICE: £49.99
REVIEWED: MT 28
If you fancy giving someone a good kicking then the basis for this one-player boxing game is a brilliant idea, although it's somewhat lacking in its implementation. Could do better.
MT RATING: 62%

REVENGE OF THE NINJA
BY RENOVATION
PRICE: IMPORT
REVIEWED: MT 29
More CD FMV from the developers of Time Gal. Boring interactive movie-type game with some great cartoon graphics and clean sound, but is devoid of riveting gameplay - what a surprise. Kept Lloyd amused for an hour or so though.
MT RATING: 58%

RISE OF THE DRAGON
BY DYNAMICS
PRICE: IMPORT
REVIEWED: MT 29
Entertaining CD adventure game first seen on the PC a while back. Challenging gameplay, a few nice twists and crisp graphics and sound. All in all it's a fun game to play but it's sadly over all too quickly.
MT RATING: 88%

SECRET OF MONKEY ISLAND
BY: LUCASARTS
PRICE: £TBA
REVIEWED: MT 26
Point-and-click adventures don't come any finer than this. There are hours of swashbuckling fun here as you walk around Monkey Island trying to find out about the mysterious pirate, LeChuck.
MT RATING: 93%

SENSIBLE SOCCER CD
BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT30
Undoubtedly THE best football game of the century, but the best just got better with its conversion to the CD. Proves to be even more enjoyable than the cart (despite the gameplay being identical), thanks to crowd interaction, FMV and enhanced sound creating a better atmosphere.
MT RATING: 96%

SEWER SHARK
BY SONY IMAGESOFT
PRICE: £44.99
REVIEWED: MT 16
In this fast 3D into-the-screen shoot'em-up, your aim is to find your way through a vast maze of a sewer system, blowing away all the mutant ratagators in your way. Atmospheric when you get into it, but make one mistake and it's 'Game Over'.
MT RATING: 87%

SHERLOCK HOLMES: CONSULTING DETECTIVE
BY SEGA
PRICE: £44.99
REVIEWED: MT 16
Three chilling cases for Holmes and Watson to solve in this FMV extravaganza. A good idea nicely presented.
MT RATING: 79%

SHERLOCK HOLMES II
BY SEGA
PRICE: IMPORT
REVIEWED: MT 21
Same format as the first one, but the three cases are longer and the game comes on two CDs.
MT RATING: 84%

SILPHEED
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
Undoubtedly one of the best games for the Mega-CD, although the gameplay is basically your 'spaceship blasting through enemy ships and meteorite showers' kinda thing. Stars of the show are the cortex-warping 3D graphics and smart Q-Surround sound.
MT RATING: 94%

SONIC CD
BY SEGA
PRICE: £44.99
REVIEWED: MT 21
More of the same Sonic-style gameplay, with CD-quality music and an animated intro thrown in. There's also a novel time-travel feature, but overall it's a disappointment offering, nothing radically new for Sonic-o-philes.
MT RATING: 94%

SPIDERMAN VS KINGPIN
BY SEGA
PRICE: IMPORT
REVIEWED: MT 24
Basically the same formula as the Spiderman cart game, but with a big 50 levels and more moves for Spidey himself. Plus there's a Q-Surround soundtrack and loads of animated cartoon intermissions.
MT RATING: 84%

TERMINATOR CD
BY: VIRGIN
PRICE: £49.99
REVIEWED: MT 26
The cart-based game wasn't really as good as everyone first thought, but it was much better than this. The FMV is from the film, but you can't tell – it looks so appalling. Run around shooting robots which eventually gets tiresome.
MT RATING: 69%

THUNDERHAWK
BY CORE DESIGN.
PRICE: £44.99
REVIEWED: MT 22
The first game to really use the Mega-CD's 3D chips, and a highly impressive combat game it is, too. A fast and furious shoot'em-up featuring 3D effects that knock Nintendo's Mode 7 efforts into a cocked hat, plus a raucous rock soundtrack. A real 'must have' for Mega-CD owners.
MT RATING: 91%

TOMCAT ALLEY
BY SEGA
PRICE: £39.99
REVIEWED: MT 29
Marketed as an air-combat sim, but is just some nice FMV footage of planes exploding and cloud-splattered skies strung together to form more a CD-based movie than anything else. Quite different to other games of this style and if we admit it, quite fun at times.
MT RATING: 72%

WOLFCHILD
BY SEGA
PRICE: £39.99
REVIEWED: MT 16
A conversion of an old Amiga platform game, this puts you in the skin of an unfortunate chap who turns into a wolfman at regular intervals. Not bad, with lots of blasting, nasties and intricate locations to shoot your way out of.
MT RATING: 82%

WONDER DOG
BY JVC
PRICE: £39.99
REVIEWED: MT 12
Wonder Dog has just crash-landed on Earth and has to get back to his home planet by hopping around platforms and dodging hostile weirdoes. Great graphics and sound, but easy.
MT RATING: 82%

WWF RAGE IN THE CAGE
BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 26
Acclaim continues its wrestling series by releasing yet another game that is almost identical to the others. None of the CD's features have been used, apart from the obligatory atrocious FMV. Get Royal Rumble instead.
MT RATING: 72%

MEGA DRIVE GAMES

If you're after a game these are the top titles to look out for!

WIN SUMMERY T-SHIRTS FROM ACCOLADE

Ah summer! The season to strip off to the bone and bear all those naughty little white bits, it's also the time to put away all those winter woollies and dig out all your skimpy T-shirts. Unfortunately though, as is often the case, last year's T-shirts are always horrendously out of date what with fashions changing so darn rapidly and you just simply wouldn't be seen dead in something so untrendy.

So we've come up with this handy little solution! To be the envy of all your friends, and no doubt set a few trends of your own, we've got some smart T-shirts from Accolade. Emblazoned tastefully with the Combat Cars logo, these T-shirts are THE biz! Move over Stussy, on yer bike Mossimo, Combat Cars T-shirts are THE thing to wear this summer.

To win one of these super cool T-shirts simply answer this question:
WHO FOUGHT HIS WAY TO THE TOP OF THE HEAP AT THIS YEARS BRITISH GRAND PRIX?
A - MR A MOUND
B - DAMON HILL
C - PAUL MOUNTAIN

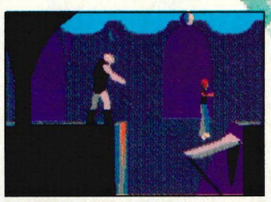
Send your answers to us at:
TOP OF THE HEAP,
MegaTech,
Maverick Magazines,
16-17 Hollybush Row,
Oxford.
OX1 1JH

SPORT ACCOLADE

AEROBIZ
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 21
An airline management sim for the Mega Drive... and it's really good, too. Strategy buffs will cream over this!
MT RATING: 90%

ALADDIN
BY: SEGA
PRICE: £44.99
REVIEWED: MT 23
Probably the most gorgeous-looking MD platform game you're ever likely to see. It's very playable too, although there's nothing really new gameplay-wise and it plays very similarly to Cool Spot. Definitely a treat for the eyes though.
MT RATING: 90%

ALIEN 3
BY ARENA
PRICE: £39.99
REVIEWED: MT 9
Nothing like the film of the same name, this game puts you in control of a mega-weapons-toting Ripley on a platform crusade to waste those aliens and rescue the cocooned humans. It has excellent sound effects, music, graphics and gameplay, plus it's challenging too.
MT RATING: 94%



ANOTHER WORLD
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 14
A scientist is transported by a twist of fate and a particle accelerator to Another World, where he has to somehow evade death at the hands of evil spudhead aliens. It's a one-time trip, but the ace graphics and animation, and the way puzzle, adventure, platform and shoot'em-up action is combined make it worth it.
MT RATING: 86%

AYRTON SENNA'S SUPER MONACO GP 2
BY: SEGA
PRICE: £49.99
REVIEWED: MT 6
Update of the excellent 3D race game with extra tracks, better sounds, slightly tweaked gameplay and digitised pictures of Ayrton Senna looking decidedly grumpy. However, F1 World Championship has recently stolen this game's 'Best MD Racing Game' crown.
MT RATING: 90%

B

BARE KNUCKLE III
BY SEGA
PRICE: IMPORT
REVIEWED: MT 29
Next instalment in the Streets Of Rage saga that is surprisingly quite playable. Reasonable graphics with plenty of colour and your usual bouncy soundtrack. Not enough of a challenge. Look out for the official version which apparently boasts a few changes.
MT RATING: 90%

BARKLEY: SHUT UP AND JAM
BY: ACCOLADE
PRICE: £44.99
REVIEWED: MT 27
Playable basketball game that offers little in the way of real gameplay and tactics. It may be licensed and endorsed by a famous player, but it is just average.
MT RATING: 70%

BATMAN RETURNS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
Based on the second Batmovie, this pits Batman against Catwoman and The Penguin in a variety of platform beat'em-up scenarios with lots of levels and quite a lot to do. Action is very frustrating, though. Not for novices.
MT RATING: 76%

BELLE'S QUEST
BY: ACCLAIM
PRICE: £39.95
REVIEWED: MT 26
In an attempt to please both sexes, two Beauty and the Beast games have been released and they are both completely patronising. This is the girls' version and is all twee with lovey dovey pukey bits in. Having said that, Julian loved it because there is a fair bit to do, even though it is on the whole a bit too easy.
MT RATING: 78%

BIO-HAZARD BATTLE
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Take control of a laser-armed insect-fish-ship-thing on a mission to wipe out a wide variety of mutant insects in this one or two-player blast. It features spectacularly gross graphics and good extra weapons systems.
MT RATING: 88%

BLOCK OUT
BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: PRE-MEGATECH
A sort of 3D Tetris in which you have to dump oddly-shaped blocks together in a well to make solid layers. A totally addictive one or two-player puzzler.
MT RATING: 91%

BUBBA 'N' STIX
BY: CORE DESIGN
PRICE: £39.99
REVIEWED: MT 27
Unique platform adventure about a zoo keeper and his living stick. Negotiate the platforms and use the stick in a variety of ways to solve the different puzzles.
MT RATING: 83%

C

CASTLEVANIA
BY: KONAMI
PRICE: £44.99
REVIEWED: MT 26
The popular Nintendo series makes a welcome début on the Mega Drive, and a darn good one it is too. Run around the platforms killing vampires and various other monsters in a bid to rid the world of Count Dracula and family.
MT RATING: 90%

CHAKAN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 15
Chakan is an undead swordsman who has to hack up all platform-based supernatural evil before he can settle down for an eternal rest. Excellent graphics and lots of variety in the later levels, but there's a bit too much challenge and not enough fun.
MT RATING: 73%

CHUCK ROCK II
BY: CORE
PRICE: £39.99
REVIEWED: MT 21
Chuck's club-wielding son is the star of this sequel to Core's original crazy caveman caper. Colourful, fun platforming with the same blend of humour and prehistoric sprites as the original, but nothing really new.
MT RATING: 86%

COMBAT CARS
BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT32
A brave attempt to rival Micro Machines that sadly fails miserably. There is a two-player mode but the whole thing is just too hard.
MT RATING: 62%

CORPORATION
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 4
A huge 3D adventure with a bit of shoot'em-up action, in which you have to get past the security robots in a high-tech office building. Good graphics accompany unusual and absorbing gameplay.
MT RATING: 87%

D

DAVID ROBINSON'S SUPREME COURT BASKETBALL
BY: SEGA
PRICE: £39.99
REVIEWED: MT 6
Become the basketball champions of the USA in this semi-sim which puts the management of the squad in your hands, as well as the on-court action. Strikes the right balance between realism and fast arcade action.
MT RATING: 83%

DAVIS CUP TENNIS
BY: DOMARK
PRICE: £39.99
REVIEWED: MT19
The best tennis game on the Mega Drive features super-fast gameplay, an excellent range of features – loads of players to play against, a good range of moves, different surfaces to play on and singles and doubles tournaments around the world to compete in.
MT RATING: 90%

DESERT STRIKE
BY ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 3
Lay waste to a mad dictator's desert army, rescue hostages and blow up his 'baby milk factories' in this helicopter shoot'em-up with lots

of variety, great graphics and terrific gameplay.
MT RATING: 93%

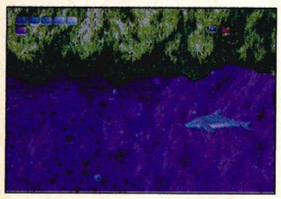
DRAGON
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 32
Bruce Lee makes his Mega Drive debut in a three-player simultaneous fighting game that happens to be rather spiffing.
MT RATING: 85%

DRAGONBALL Z
BY: BANDAI
PRICE: £39.99
REVIEWED: MT31
Bizarre and completely off-the-wall fighting game that makes a change from the rest of the dross going around at the moment. Some of the special moves are so over-the-top it is untrue and the game in general reflects the Anime series quite well.
MT RATING: 75%

DRAGON'S FURY
BY TENGEN
PRICE: £39.99
REVIEWED: MT 1
Originally reviewed as Devil Crash (the Jap version), this is a pinball game which lets you bash a ball around a three-screen-high scrolling table and eight bonus sub-tables, all populated with little devils and ghostly monks. Great graphics, sound and pinball feel.
MT RATING: 91%

E

ECCO THE DOLPHIN
BY: SEGA
PRICE: £39.99
REVIEWED: MT 13
Take the role of a dispossessed dolphin who has to solve the puzzles blocking your way in over 20 undersea mazes, in order to find your mates who have all mysteriously disappeared. The original concept combined with wonderful graphics and amazingly engrossing gameplay make this a classic.
MT RATING: 94%



ETERNAL CHAMPIONS
BY: SEGA
PRICE: £59.99
REVIEWED: MT 25
Rock hard one-on-one beat'em-up with massive longevity, although it loses out to Street Fighter II CE in the instinctive play and fluid combos departments. It's worth a look at if you are terminally bored with repeatedly defeating Bison, though.
MT RATING: 82%

EX-MUTANTS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 12
A platform game based on the cult comics, in which you play a heavily-armed hero or heroine on a mutant-mashing mission to rescue your fellow heroes. Challenging and fun, it captures the atmosphere of the comic well, although the graphics are a bit cheesy.
MT RATING: 89%

F

F1 WORLD CHAMPIONSHIP
BY: DOMARK
PRICE: £44.99
REVIEWED: MT 20
This official Formula 1 game, featuring all this season's international tracks, is the best racing game money can buy. An incredible sensation of speed, a real racing 'feel', excellent sound and a smart two-player split-screen head-to-head option put it right up there in pole position on the grid.
MT RATING: 94%

F-15 STRIKE EAGLE II
BY: MICROPROSE
PRICE: £44.99
REVIEWED: MT31
A competent game but sadly the delay in releasing it makes it look very dated. This is a case of too little, too late. It's still fun though and any would-be Top Gunners could do worse than to have a gander at this.
MT RATING: 69%

FATAL FURY 2
BY: TAKARA
PRICE: IMPORT
REVIEWED: MT 30
Better than the original game with bigger sprites, animated backgrounds and more characters. However, it lacks real variety and the special moves aren't really all that special, leaving the game sadly lacking. Street Fighter II is old news now, but it still beats the crap out of Takara's newie.
MT RATING: 67%

FIDO DIDO
BY: KANEKO
PRICE: £39.99
REVIEWED: MT 26
After Cool Spot, another 7-Up character gets to star in his own game – this time it's Fido Dido's turn. The gameplay is quite varied with lots of weird and wacky sub-games, but some of the main platform parts can be quite frustrating.
MT RATING: 82%

FIFA INTERNATIONAL SOCCER
BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 24
Certainly the best footy game on the Mega Drive, probably the best on any system, FIFA is everything you could ever want from the game. Incredible animation, loads of spectacular moves, fine strategic options, great playability and the radical new 'Grandstand' isometric perspective make this a real classic. The sound helps to give a real 'big match' atmosphere too. At the end of the day football is the winner, Brian.
MT RATING: 92%

FLASHBACK
BY: US GOLD
PRICE: £44.99
REVIEWED: MT 18
Scientist Conrad Hart has to uncover an alien plot to destroy the human race in this huge platform adventure. All sorts of Prince of Persia-type puzzles and guard-shooting antics abound in the five levels, although finishing it doesn't take all that long.
MT RATING: 94%

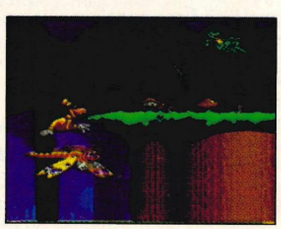
G

GAUNTLET 4
BY: TENGEN
PRICE: £39.99
REVIEWED: MT 22
The classic coin-op finally converted to the MD, and it's not just arcade-perfect – it's arcade-better! You get not only the original version, but also three other modes and up to four-player simultaneous action too. A classic.
MT RATING: 94%

GHOSTBUSTERS
BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
Choose your favourite Ghostbuster, ready your proton pack and exorcise a whole load of unwelcome spooks from platform-laden houses, thus uncovering a supernatural plot to plunge the entire city into the seventh level of Hell. It goes on for ages.
MT RATING: 86%

GHOULS 'N' GHOSTS
BY: SEGA
PRICE: £44.99
REVIEWED: PRE-MEGATECH
Conversion of the ghost-slaying coin-op in which Sir Arthur has to rescue his princess from the clutches of a demon and his army of spooklings. Lots of platforms to jump around and plenty of extra weapons to pick up. Looks great, plays great, great music. Just great.
MT RATING: 93%

GODS
BY: MINDSCAPE
PRICE: IMPORT
REVIEWED: MT 11
Lots of Greek mythology stuff here, as you control the platforming activities of a warrior who has to brave Harpies, Minotaurs and lots of other monsters in your quest to solve puzzles and generally embarrass the gods of Olympus. Excellent graphics with decent puzzle/shooting/platforming gameplay, although it is frustratingly difficult.
MT RATING: 89%



GUNSTAR HEROES
BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
Mega-blasting arcade shoot'em-up action of the finest order, with ear-splittingly superb sound. One or two-player mayhem ensues as you blast your way through a variety of superb backdrops swarming with gangs of baddies. Incredible animation and a high degree of originality.
MT RATING: 95%

GYNOUG
BY: SEGA
PRICE: £39.99
REVIEWED: MT 5
Angel Gynoug has to rid the underworld of all sorts of nasty demons in a horizontally-scrolling shoot'em-up with fast gameplay, lots of power-ups and spectacular bosses.
MT RATING: 91%

H

HARDBALL '94
BY: ACCOLADE
PRICE: £39.99
REVIEWED: MT32
A decent baseball game that for some reason doesn't seem to be as good as the others in the series.
MT RATING: 74%

HYPERDUNK
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 27
Fun basketball game where you can pull off some truly stupendous shots. Great with a Sega Tap – get your mates round and plug this in for a few laughs.
MT RATING: 68%

I

THE INCREDIBLE HULK
BY: US Gold
PRICE: £TBA
REVIEWED: MT32
A semi-decent platform game that has nothing whatsoever in common with the licence that it is based on apart from the fact it has got that large, tough green bloke in it.
MT RATING: 82%

INTERNATIONAL RUGBY CHALLENGE
BY: DOMARK
PRICE: £39.99
REVIEWED: MT 19
This Kick-Off-esque Rugby sim allows you to play in the big three international RU tournaments – Triple Crown, Five Nations and World Cup. Just about all the rules of the sport are observed, and clever control devices make it easy to carry out more unusual moves, although the computer teams are a little too good.
MT RATING: 75%

J

WIN BASKETBALL AND HOOPS FROM ACCLAIM

Instead of sitting indoors being lazy this summer you should be out in the open playing some exciting sport or other, topping up your tan in the process. As an incentive to get you off the sofa we have got together with Acclaim in this little competition, giving you the chance to win some smart and groovy basketballs and hoops.

Soon, you too could be the next Magic Johnson or Shaquille O'Neal as you practice your ducking, diving, weaving, dribbling and dunking in the comfort of your own backyard. Now how smart is that? We're making life so easy for you it's quite hardly feasible. All you need to do is get yourself a good pair of trainers, purchase one solitary first-class stamp and then wait for the postman - easy!

To win just answer this stupidly easy question (if anyone gets this wrong we will publicly humiliate them in the magazine and then come round to their house and place a large banner over the front door saying 'Radish'):

WHAT IS THE NAME OF THE OFFICIALLY LICENSED BASKETBALL GAME THAT ACCLAIM RELEASED A COUPLE OF MONTHS AGO?

Send your entries to:
SLAM JAM,
MegaTech,
Maverick Magazines,
16-17 Hollybush Row,
Oxford.
OX1 1JH.

J-LEAGUE PRO-STRIKER
BY: SEGA
PRICE: IMPORT
REVIEWED: MT 19
Until FIFA Soccer came along this was by far the best and easily the most playable football game available for the Mega Drive. It's the official game of the Japanese league, featuring all the teams and a choice of tournaments. The style is reminiscent of Kick-Off, but the graphics and player animation are miles better and the ball movement has been captured perfectly. It's compatible with the Sega Tap too, so up to four players can enjoy the high-energy footie action. The only drawback with this game is that all the text is in Japanese!
MT RATING: 93%

JEOPARDY
BY: GAMETEK
PRICE: IMPORT
REVIEWED: MT 30
Bizarre conversion of the television quiz show. God-awful graphics, even worse sound and about as much playability as a brick. Good for those dreary family get-togethers though, but unfortunately the questions are all American-related.
MT RATING: 55%

JOE AND MAC
BY: TAKARA
PRICE: IMPORT
REVIEWED: MT 30
This has been a long time coming to the Mega Drive, but now it's here the gameplay is slightly out of date. As platform games go it's fairly enjoyable especially in the two-player mode, but to be honest I have to say that it lacks any real variety or involvement. Quite a let-down
MT RATING: ??%

JOHN MADDEN '92
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
Electronic Arts' second American football game is arguably the best of the lot. A 3D pitch display and lots of player involvement with tactics, plays and steering your squad of little sprites around the screen make you feel like you really are in the thick of the action. In fact, John Madden '92 is such a smart game that you are bound to enjoy it even if you don't care too much for American football.
MT RATING: 95%

JOHN MADDEN FOOTBALL '93
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Classic teams, more speech, battery save and extra moves are what this game has over John Madden '92. Apart from that, it is practically the same game, so don't consider buying this version if you've already got the other (unless you're a real gridiron nutter).
MT RATING: 88%

JOHN MADDEN NFL FOOTBALL '94
BY: ELECTRONIC ARTS
PRICE: £49.99
REVIEWED: MT 23
Gone is the original Park Place game engine, to be replaced instead by a tweaked version of the Bill Walsh College Football engine. In this version, over 50 NFL teams plus great teams from the past and John Madden's all-time great team are featured, but sadly the graphics and gameplay are inferior to previous versions.
MT RATING: 84%

JUNGLE BOOK
BY: VIRGIN
PRICE: £44.99
REVIEWED: MT 30
Excellent platformer based on the classic Disney film, but the game design is ripped straight from Aladdin and Cool Spot with almost identical animation. Good fun, but it's far too easy to have much lasting appeal.
MT RATING: 83%

K

KING OF THE MONSTERS 2
BY: TAKARA
PRICE: £39.99
REVIEWED: MT31
Oh deary, deary me. The first one was bad and this isn't really an improvement. Big monsters fighting may sound like your cup of tea, but this is dreadful and completely boring. Avoid at all costs.
MT RATING: 69%

KLAX
BY TENGEN
PRICE: £34.99
REVIEWED: PRE-MEGATECH
This is an extremely playable, Tetris-derived puzzle game in which coloured tiles roll down a conveyor belt and have to be caught and tossed into a bin in order to make point-scoring patterns.
MT RATING: 85%

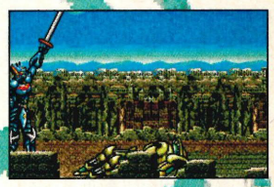
L

LANDSTALKER
BY: SEGA
PRICE: £59.99
REVIEWED: MT 23
The MD's answer to Nintendo's Zelda series, and an excellent graphic RPG it is too. Loads to explore, a brilliant story-line and loads of other stuff – basically it's excellent.
MT RATING: 93%

LEMMINGS
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Get the suicidal Lemmings across obstacles and into their home in this conversion of the classic puzzle game which has all the features of the original and more levels.
MT RATING: 92%

LOTUS TURBO CHALLENGE
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
Drive Lotus Esprits and Elans around increasingly tortuous tracks, with ever-worsening weather conditions to add further to your troubles. Excellent split-screen two-player mode. The weather effects are nice, but as a whole the graphics could have been better.
MT RATING: 85%

M



MARIO ANDRETTI
BY: EA
PRICE: £39.99
REVIEWED: MT32
A very poor racing game from the same people who brought us Lotus and Road Rash. What a step backwards this is.
MT RATING: 40%

MARKO'S MAGIC FOOTBALL
BY: DOMARK
PRICE: £39.99
REVIEWED: MT 30
Variation on the Soccer Kid theme. Great cartoony feel with some gorgeously colourful graphics and fluid sprites. Plenty of levels but gets a little repetitive. Your average platform game with a football thrown in for good measure.
MT RATING: 73%

MAZIN WAR
BY SEGA
PRICE: £39.99
REVIEWED: MT 18
Dash along a series of levels, hacking apart anything and everything you encounter. You're presented with challenge after challenge, including some absolutely massive bosses. Could be better-looking, but it does play well.
MT RATING: 90%

MEGA-lo-MANIA
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 13
Populous-style strategy game in which you have to lead your race of people out of the Stone Age and into the future by teaching them to build weapons and implements which help them conquer nearby races. Very easy to get into, and the quantity of features and quirky touches (such as the digitised speech) make it fun from start to finish.
MT RATING: 92%

MEGA TURRICAN
BY DATA EAST
PRICE: IMPORT
REVIEWED: MT 29
Nice Japanese style graphics with plenty of colour and detail. The gameplay is sadly repetitive due to a distinct lack of variety, once you die there's no incentive to continue, but it is enjoyable to start with.
MT RATING: 70%

MICK AND MACK: GLOBAL GLADIATORS
BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Mick or Mack join up, somehow, with McDonalds (of international hamburger infamy) to fight various environmental threats (such as blobby slime monsters and mad beavers) in this platform game. It's all a bit too simple to be interesting for very long, although the graphics are smart and gameplay is fast and jolly.

MT RATING: 81%

MICKEY MOUSE IN CASTLE OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: PRE MEGATECH

Mickey Mouse has to rescue his missus, Minnie, from an evil witch by the name of Mizrabel in this cute and cuddly platform adventure with lots of Disney-esque monsters. It's very playable, but a bit easy to complete.

MT RATING: 84%

MICRO MACHINES

BY: CODEMASTERS
PRICE: £34.99
REVIEWED: MT 15

Simple but superb one or two-player race game in which you have to steer your toy car/boat/helicopter (the Micro Machines of the title) around tracks set up on the beach, the breakfast table, in the garden and more. Tremendous fun.

MT RATING: 92%

MORTAL KOMBAT

BY: ACCLAIM
PRICE: £49.99
REVIEWED: MT 21

A faithful conversion of the incredibly popular coin-op, this is your typical one-on-one beat'em-up in a sub-Street Fighter style. Digitised fighters with easily pulled-off special moves, lots of corny gore via the well-known cheat mode and an excellent soundtrack make it enjoyable to play, but not quite in the same league as you-know-what.

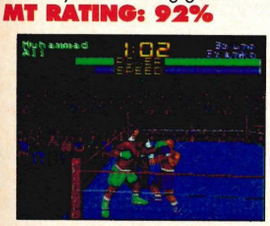
MT RATING: 90%

MUHAMMAD ALI BOXING

BY: VIRGIN
PRICE: £39.99
REVIEWED: MT 15

Park Place (the original programmers of the John Madden and EA Hockey games) designed this boxing sim in which you can help the legendary Ali recapture his title by beating off nine other challengers. The 3D boxing ring graphics, the controls and the whole feel of the game capture the there-in-the-ring atmosphere better than any other boxing game.

MT RATING: 92%



MUTANT LEAGUE HOCKEY

BY: EA
PRICE: £44.99
REVIEWED: MT 27

Funny variant on the NHLPA games, where you can literally smash each other to death on the ice! Lots of obstacles and funny animation make this a great game.

MT RATING: 78%

N

NBA JAM

BY: ACCLAIM
PRICE: £44.99
REVIEWED: MT 27

Excellent action basketball game, especially in multi-player mode. A good conversion of an average arcade game.

MT RATING: 86%

NHLPA HOCKEY '93

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 10

Ice hockey simulation which is a slight advance over its predecessor, EA Hockey. One or two-player options, league championships and that essential ingredient in any hockey game – a punch-up sub-game for when the players start to get under each others' feet. Superb, fast, end-to-end hockey action with a wonderful two-player option.

MT RATING: 89%

NHL HOCKEY '94

BY: ELECTRONIC ARTS
PRICE: £44.99
REVIEWED: MT 22

Electronic Arts' latest hockey update features slightly faster gameplay, more statistics, new one-timer shots, improved action replay facility and, most importantly of all, compatibility with the Four-Way Play. Sadly, the punch-ups have been cut out, but if you really feel you need to have super-fast, four-player ice hockey action then this is definitely the game to get.

MT RATING: 90%

O

OUTRUNNERS

BY: SEGA
PRICE: £44.99
REVIEWED: MT31

Very poor conversion of a decent arcade game that is just as shameful as the other OutRun games on the Mega Drive. Bad graphics, bad sound, no playability and generally not much fun. Avoid this game like the plague!

MT RATING: 52%

P

PETE SAMPRAS TENNIS

BY: CODEMASTERS
PRICE: £39.99
REVIEWED: MT 30

Good, clean tennis fun, packaged inside one of those newfangled J-Cart devices. Nicely presented with fast gameplay, but the perspective is a little skew-whiff at the top of the screen and it lacks the vigour of Davis Cup.

MT RATING: 79%

PGA EUROPEAN TOUR GOLF

BY: EA
PRICE: £44.99
REVIEWED: MT 27

The third in the highly successful golf series. This is the best of the bunch so far, but it isn't sufficiently different from the others to warrant a purchase if you have either of the other two.

MT RATING: 90%

PGA TOUR GOLF 2

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 13

Seven 3D courses based on real-life PGA Tour venues are the settings for this prime golf simulation. Superb control method provides a perfect feel, as do the excellent graphics. With multi-player and skins tournaments, on-screen advice from the professionals and battery game save – this cartridge is just loaded with features.

MT RATING: 94%

PHANTASY STAR III

BY: SEGA
PRICE: £49.99
REVIEWED: PRE-MEGATECH

Another gigantic RPG with a futuristic fantasy theme. The plot can take several routes across several worlds and through different generations of heroes, so it really does take ages to conquer.

MT RATING: 89%

POWERMONGER

BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 14

Lead your gang of savages to supremacy of a vast archipelago in this pseudo-sequel to Populous. Teach them to build boats and weapons and build up alliances with neighbouring leaders. It's a bit like Mega-lo-Mania only it's slower, less fun and takes a much more serious tack. It's very samey throughout too.

MT RATING: 81%

PRINCE OF PERSIA

BY: DOMARK
PRICE: £39.99
REVIEWED: MT 27

Fun conversion of the old Amiga game which is far superior to the terrible CD version. Great animation only enhances the challenging gameplay.

MT RATING: 82%

PUGGSY

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 21

Well designed and thought-out platform-based puzzler which is slightly different than your average game of this type. There is no set solution for each problem, and there are several solutions which will enable you to get off each level. Puggsy himself can make use of over 40 different objects.

MT RATING: 90%

Q

QUACKSHOT

BY: SEGA
PRICE: £39.99
REVIEWED: MT 1

Donald Duck has a lust for gold which leads him on a massive around-the-world platform-based treasure hunt, in which he has to enlist the help of various Disney characters and do over various other rather nasty Disney characters. Superb graphics and quite a testing game, although infinite continues do make it much easier to finish than it really should be.

MT RATING: 82%

R

RANGER X

BY: SEGA
PRICE: £39.99
REVIEWED: MT 19

A platform shoot'em-up starring a giant jumping, flying robot with an array of big guns and the occasional use of a hi-tech unicycle and a flying machine. You must travel across the many scrolling zones, taking out a particular type of target and anything else that fires back. Fancy graphics and tough bosses raise this above the common herd of shooters.

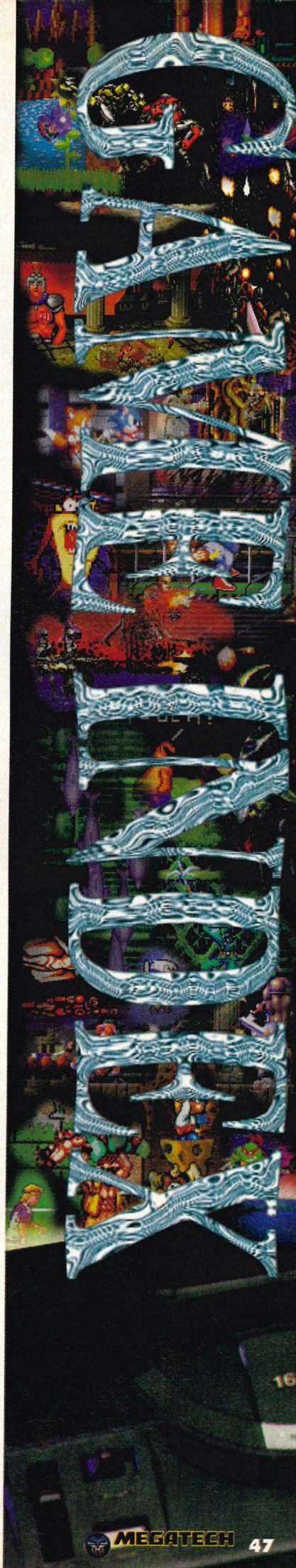
MT RATING: 94%

RAMPART

BY: TENGEN
PRICE: IMPORT
REVIEWED: MT 13

Rampart is an odd mix of strategic blasting and a Tetris sub-game in which you have to rebuild the damage done to the castle that you have constructed. Although the game looks about as basic as you can get, it plays superbly, especially in two-player mode. Brilliantly simple mix of game styles.

MT RATING: 90%



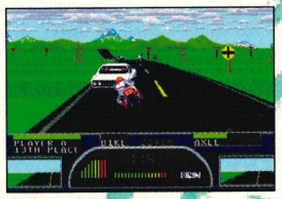
WIN AN INCREDIBLE PIECE OF ARTWORK

To celebrate the launch of its forthcoming Incredible Hulk licence, US Gold is giving away some superb A1 posters (which are fairly big and would cover up the rips in your bedroom wall-paper rather nicely) to 20 lucky entrants. The posters have a rather fetching piccy of the Hulk's green fizzog plastered onto them, grimacing in such a way that it would scare you senseless if you had one on your wall and woke up in the middle of the night – you would have to think of a pretty good excuse to tell your mum the next morning explaining why your mattress was soaking wet!

If you're brave enough to enter this compo you had better send in your replies quickly as we are leaving this compo open. ALL YOU HAVE TO DO IS WRITE TO US WITH YOUR NAME AND ADDRESS AND IN A MONTH'S TIME WE WILL PICK OUT 20 ENTRIES FROM THE POST-BAG. Just be warned kiddy-winks, these posters are not for the faint-hearted – he's a mean, green killing machine and he scares us silly!

YOU'RE SO INCREDIBLE!
MegaTech,
Maverick Magazines,
16-17 Hollybush Row,
Oxford.
OX1 1JH.

RBI BASEBALL 4
BY: TENGEN
PRICE: £39.99
REVIEWED: MT31
A decent baseball game that isn't really any different from its predecessors. Don't bother with it if you own RBI 3, but it is worth a look if you don't.
MT RATING: 77%

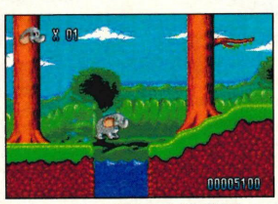


ROAD RASH 2
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 12
More no-holds-barred motorbike racing/beat'em-up action from EA, this time with an extra weapon for your biker (a heavy chain) and a split-screen two-player mode. Good, fast, violent fun.
MT RATING: 89%

ROBOCOD
BY: ELECTRONIC ARTS
PRICE: £39.99
REVIEWED: MT 1
Nasty Dr Maybe has hijacked Santa's toy factory at the North Pole and it's up to famous fish agent, James Pond, to sort things out. Aided by his new stretching cyborg body, Jim has to leap and climb around an absolute stack of platform levels and hidden bits, dodging Maybe's multitudinous monsters.
MT RATING: 85%

ROBOCOP VS TERMINATOR
BY: VIRGIN
PRICE: TBA
REVIEWED: MT 24
Loads of weapons, loads of shooting and loads of violence as you take the role of Robocop with the aim of blowing everything on screen out of sight. This is an ideal game for prospective serial killers out there.
MT RATING: 90%

ROCKET KNIGHT ADVENTURES
BY: KONAMI
PRICE: £39.99
REVIEWED: MT 20
Rocket-powered possum Sparkster has to defend the planet Elhorn against the Black Lord and his pig troops in one of the best platform shoot'em-ups we've seen for a long time. This game looks excellent, with lots of big bosses and original, inventive levels. A bit easy.
MT RATING: 85%



ROLO TO THE RESCUE
BY: ELECTRONIC ARTS
PRICE: £34.99
REVIEWED: MT 14
A cutesy platform game starring a baby elephant out to find the circus owner who kidnapped his mother and locked up all the other animals he could find. The simple puzzle gameplay has been well thought-out and is enjoyable. Over 100 levels and no password system.
MT RATING: 89%

ROLLING THUNDER 2
BY: SEGA
PRICE: £39.99
REVIEWED: MT 17
This is your basic shoot'em-up in which the two heroes have to leap around the ledges on a scrolling screen dealing lead-flavoured justice to the minions of the sinister organisation. A great conversion of the arcade game, with lots of levels and action.
MT RATING: 89%

RYAN GIGGS SOCCER
BY: ACCLAIM
PRICE: £39.99
REEVIEWED: MT32
This has to be the worst football game I have ever had the misfortune to play. What a shambolic mockery this is.
MT RATING: 25%

SENSIBLE SOCCER
BY: SONY
PRICE: £39.99
REVIEWED: MT 24
This classic football sim finally reaches the Mega Drive, but compared to the likes of J-League and FIFA, it comes across as decidedly old-fashioned. Playability is its strong point, but the tiny sprites and dire sound make it drop down the League Table when compared to the two Premier League leaders mentioned above.
MT RATING: 80%

SENSIBLE SOCCER INTERNATIONAL EDITION
BY: SONY IMAGESOFT
PRICE: £39.99
REVIEWED: MT31
Everyone's fave footy game is back, featuring more teams than ever and every international player! Sit back and play the entire World Cup faithfully with this fabulous footy game.
MT RATING: 95%

SHADOWRUN
BY SEGA
PRICE: IMPORT
REVIEWED: MT 29
Superb RPG based upon the text-book games. The graphics are a bit samey and grainy to boot, but the complex and absorbing gameplay makes up for any flaws. This is what the Mega Drive has been lacking.
MT RATING: 95%

SHINOBI III
BY: SEGA
PRICE: £39.99
REVIEWED: MT 21
One of the best MD action titles around. Great, fast-paced action, brilliant graphics and sound and a few new tricks up Joe's sleeve make this a must for all action fans.
MT RATING: 93%

SKITCHIN'
BY: EA
PRICE: £39.99
REVIEWED: MT 27
Road Rash on roller-skates. Race through the roads grabbing hold of car bumpers to gain more speed and win the race. Great fun.
MT RATING: 83%

SOLDIERS OF FORTUNE
BY: SPECTRUM HOLOBYTE
PRICE: £39.99
REVIEWED: MT 28
Enter the Space-Time Continuum and help save the world when the Chaos Engine goes out of control and destroys everything. Excellent gameplay and superbly detailed graphics make this two-player game a real treat.
MT RATING: 92%

SONIC THE HEDGEHOG
BY: SEGA
PRICE: £34.99
REVIEWED: PRE-MEGATECH
If you don't know about this already, WAKE UP!!!.
MT RATING: 83%

SONIC 2
BY: SEGA
PRICE: £39.99
REVIEWED: MT 11
Sonic returns with a small fox buddy named Tails in tow. Once again he has to do battle against Robotnik, but this time there are more traps, more levels, more monsters and...more players. The split-screen mode lets you play as Sonic while your mate takes control of Tails. Looks, plays and sounds brilliant the 3D bonus game is a real wow! Not as easy as the first game.
MT RATING: 95%

SONIC 3
BY: SEGA
PRICE: £39.99
REVIEWED: MT 27
Surprise – it's a platform game and a darn good one at that. Sonic and Tails are back once more fighting Robotnik who has teamed up with a new character. The best of the series so far.
MT RATING: 93%

SONIC SPINBALL
BY: SEGA
PRICE: £49.99
REVIEWED: MT 24
Sonic goes pinball with five huge levels and a good feel from the flippers and Sonic-ball. Fun and very addictive – the first four levels are pretty easy, but the last one's dead hard. Not really enough there to warrant the asking price.
MT RATING: 86%

SPIDERMAN
BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH
King Pin has planted a bomb under New York and as Spidy you have 24 hours to find the bomb by swinging and crawling around mazes of platforms, whacking and webbing bad guys. Loads of challenging levels, excellent fun.
MT RATING: 91%

STAR CONTROL
BY: ACCOLADE
PRICE: £39.99
REVIEWED: PRE MEGATECH
Take on the 12 spaceships of the Empire race in one of the 12 ships of Earth's Alliance in open space combat. Take on a friend, head-to-head, or play a drawn-out strategy game variation. One of the best two-player MD games.

MT RATING: 90%

STREET FIGHTER II SCE

BY: SEGA
PRICE: £59.99
REVIEWED: MT 23

12 fighters compete in the ultimate competition using all the special moves and techniques available to them. The best MD beat'em-up to date. Best with two six-button pads.

MT RATING: 90%

STREETS OF RAGE 2

BY: SEGA
PRICE: £44.99
REVIEWED: MT 13

Sequel to the excellent urban beat'em-up, with two new characters, more moves and much improved graphics. Amazing graphics and sounds, plus really enjoyable gameplay, although it is rather easy.

MT RATING: 94%

SUBTERRANIA

BY SEGA
PRICE: £39.99
REVIEWED: MT 29

Superb futuristic shoot'em-up based on the classic games of Oids and Thrust. Tricky controls to master but you'll find this hard to put down. Excellent graphics and sound.

MT RATING: 90%

SUNSET RIDERS

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16

The only cowboy shoot'em-up on the Mega Drive is similar to Rolling Thunder, with much leaping onto saloon roofs, filling bad guys full o' lead and rescuing Wild West women. Two-player co-operative mode, shoot-out option and horseback section are all added bonuses. Excellent fun, but a bit short with only four levels available.

MT RATING: 87%

SUPER KICK OFF

BY: US GOLD
PRICE: £44.99
REVIEWED: MT 15

Loads of options for different footy tournaments, various weather conditions, strip colours – the lot. Plus you get real football teams, British and Continental (although not real players). Super Kick Off's feel and playability is unrivalled by any other football game on the Mega Drive at the moment.

MT RATING: 75%

SUPER STREET FIGHTER II

BY: CAPCOM
PRICE: £TBA
REVIEWED: MT32

It's SF witrh knobs on. Four extra characters and better gameplay make this the game of '94.

MT RATING: 96%

T

TAZ-MANIA

BY: SEGA
PRICE: £39.99
REVIEWED: MT 6

Another cartoon becomes a Mega Drive platform game. Taz has to whirl his way around the deserts, jungles and abandoned mines on the hunt for some giant eggs for his breakfast. Marvellous cartoon graphics, music and sound FX, but it's really easy.

MT RATING: 82%

TMNT: THE HYPERSTONE HEIST

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 16

This is a scrolling beat'em-up in which one or two players can take their favourite turtle on a Foot Clan-smashing mission. Tremendous graphics and sound, but the fighting isn't hard work at all and experienced players will be able to beat the game easily.

MT RATING: 87%

TERMINATOR 2

BY: ACCLAIM
PRICE: £39.99
REVIEWED: MT 13

Based on the hit Operation Wolf-style coin-op in which you play a resistance fighter of the future who has to blast away at the never-ending ranks of Terminators. Works with Sega's Menacer light gun to make it even more like the arcade game.

MT RATING: 86%

THIRD WORLD WAR

BY EXTREME ENTERTAINMENT
PRICE: IMPORT
REVIEWED: MT 29

Very in-depth strategy game that will have fans of this genre wetting their knickers with delight. Quite hard to get into, but the plethora of game options will keep you occupied for hours. Nice graphics (not quite up to CD standards though) and excellent speech.

MT RATING: 83%

THUNDERFORCE IV

BY: SEGA
PRICE: £39.99
REVIEWED: MT 9

More space shoot'em-up action, this time with more levels, a couple more weapons and video effects which will knock your eyes out of your head.

MT RATING: 94%

TINY TOON ADVENTURES: BUSTER'S HIDDEN TREASURE

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 17

Takes all the best bits from the platform genre and welds them together into a great-looking, fast-moving, funny, massive, fluffy and loveable concoction. It's a bit easy though.

MT RATING: 94%

TOEJAM AND EARL

BY: SEGA
PRICE: £39.99
REVIEWED: PRE-MEGATECH

ToeJam and Earl are two aliens who have crash-landed on a strange world which consists of 20-odd levels. Lots of wacky noises, kooky graphics and the two-player option make the basic gameplay fun.

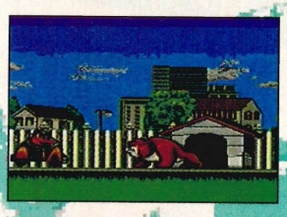
MT RATING: 82%

TOEJAM AND EARL 2

BY: SEGA
PRICE: £49.99
REVIEWED: MT 25

ToeJam & Earl's second outing on the Mega Drive is a massive 16-meg affair with a more accessible traditional platform format, but crammed with a load of fresh ideas. You can have loads of fun just exploring the wild and wonderful planet . The crazy off-the-wall humour, psychedelic graphics and big, funky sounds will hook you instantly.

MT RATING: 91%



TWO CRUDE DUDES

BY: SEGA
PRICE: £34.99
REVIEWED: MT 5

One or two players can be the crude dudes and fight through post-holocaust suburbia. Cartoony, comical beat'em-up action with great graphics, great fun, but dead easy.

MT RATING: 84%

V

VIRTUA RACING

BY SEGA
PRICE: £69.99
REVIEWED: MT 29

Fantastic conversion of the arcade game with incredible speed, graphics and gameplay. Features incredibly fast two-player mode and a somewhat pointless instant replay mode that shows the SVP capabilities off at least!

Great fun, addictive but very pricey.

MT RATING: 93%

W

WIZ 'N' LIZ

BY: PSYGNOSIS
PRICE: £39.99
REVIEWED: MT 22

Manic and super-fast game in which your aim is to save bunny wabbits. Two-player mode is great fun and there are loads of bonus games which are accessed by casting fruit spells, helping to pad out the basic gameplay

MT RATING: 86%

WORLD OF ILLUSION

BY: SEGA
PRICE: £39.99
REVIEWED: MT 12

Mickey Mouse and Donald Duck have been transported into some magical land of crazed Disney characters, and they've got to get around levels of platforms and other obstacles, helping each other out (if you're playing with both characters in two-player mode). Features the best graphics of any Disney game yet. This is definitely aimed at younger players.

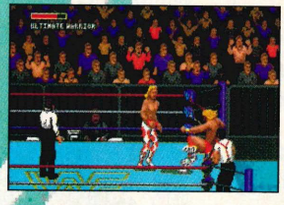
MT RATING: 90%

WWF WRESTLEMANIA

BY: FLYING EDGE
PRICE: £39.99
REVIEWED: MT 13

Recreates the shenanigans which make this sport so lively, and lets you participate in tag matches, one-on-ones, survivor series or a WWF Championship. Looks great and gets across the excitement of the 'real' thing.

MT RATING: 84%



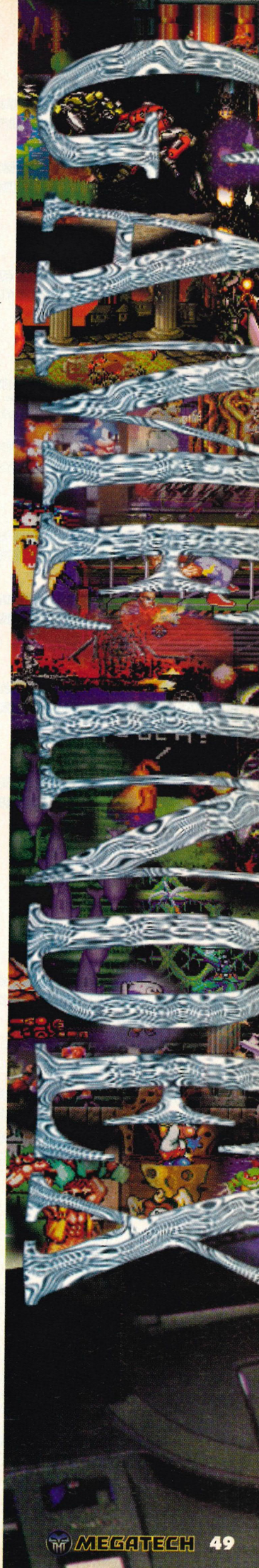
Z

ZOMBIES

BY: KONAMI
PRICE: £39.99
REVIEWED: MT 22

Eek! Assorted B-movie baddies are running amok and suprise, suprise – it's your job to round up the civilians. Numerous film tie-in ideas add to the fun, and there are dozens of power-ups and special weapons to collect as you go.

MT RATING: 90%



NEXT MONTH

Next month we'll be having a look at the wealth games coming from Sony later this year including Mighty Max, The Flintstones, Elite, Addams Family Values, Frankenstein, ESPN Baseball, Mickey Mania and more besides. We'll also be taking a look at Star Wars Chess from Software Toolworks, Syndicate from Bullfrog and at long last Soulstar from Core. We should also be getting review copies of Archer Maclean's Snooker as well as Jammit from Virgin, plus sneaky looks at Links, Juice and Cannon Fodder. There's also Ballz from Accolade, Lemmings 2: The Tribes from Psygnosis, Maximum Carnage and Virtual Bart from Acclaim, while Pitfall and Radical Rex should be on their way from Activision.

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